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1984

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Author: Anton Hixman
Hive-cave action!
Bene Bee needs help
defending the hive. Fight off
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the bees and defend your
Queen!

COMMODORE 64 JUGGLING (THE FLEA)

Author: Indescomp
Fitchy action!
Jump your way out of the
caves with Bugaboo the flea
but beware of the fearsome
Dragon as you jump around
the exotic vegetation.

48K SPECTRUM JUGGLING (THE FLEA) THE SNOWMAN

Author: David Shea
An enchanting game based
around episodes of Raymond
Broggs' amazingly successful
book.

48K SPECTRUM THE ANTE

Author: Sandy White
Battle the Ants in the soft
sold 3D city of Antlescher.

48K SPECTRUM THE PRINCESS PAULE

**Authors: M. Preston,
P. Hunt, R. Rose, D. Moore**
A mythic of goblins,
adventure in the dark and
deadly halls of Earthstone
Castle. Battle Dragons,
Vampires, Sorcra's Z' moes,
Sewerhorns, Gryphons and
other legendary beasts to
rescue the beautiful Princess
Paule.

48K SPECTRUM THE PYRAMIDS

Author: Indescomp
Acadon beneath the
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Fearless Fied the Intrepid
Archaeologist searches the
creaky catacombs below the
found hints of Tooles' armour
for the terrible treasures
amidst monstrous mummies,
ghastly ghosts, bats and rats!

48K SPECTRUM • **TIME GATE** Author: John Hebe
COMMODORE 64 • **TURTLES** Author: Mark & Richard Moore
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specialist computer dealers.

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CATALOGUE

News & Reviews

GAMES NEWS 20

The Soovinnat, that wonderful cartoon character created by Raymond Briggs, comes to the screen of your Spectrum in a computer version of the book P-man continues his antics in Microworld when he joins in training for the Olympics in Olympic manual!

REVIEWS 28

Game of the Month this issue is a cute little number for the Commodore 64 called Bug-a-Boo. We also look at Doodadad Castle a graphic adventure for the Spectrum and Guna Miner — a version of one of our Golden Joystick winners — for the 64.

ARCADE ACTION 26

Blackpool in the middle of winter isn't the greatest place on earth — but when there's an arcade show, it's worth a visit! Also, get in trim for the Olympics with Track and Field, a great new sports simulation.

Listings



CENTRE CRYSTAL

Journey through space on a quest for a stolen crystal. Pirates have hidden the crystal in the heart of a forbidden planet. Pilot your Commodore 64 through the galaxy on a hunt for lost treasure.

HUNCHBACK

The bells! The bells! The bells are ringing for Texas owners with a liking for old horror stories. Help the hunchback of Notre Dame rescue his true love!



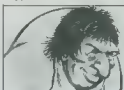
That arcade motor racing classic comes to your Spectrum with spectacular 3D-style graphics and great sound. Will you be first to the chequered flag?

MINEFIELD

You are the lone survivor of a tank squadron facing the massed forces of the enemy! Can you fight them off with your armoured Vic-20?

Q*BERT

Another chance to meet that foul-mouthed denizen of the arcades — this time for Dragon owners! Help Q*Bert survive the perils of the multi-coloured pyramid!



HARRIER

You are miles from home and your jet is rapidly running out of fuel over the ocean. But look, there's a ship with a flat deck just right for landing on! Will you be able to land your Harrier safely on the ship?

WALK THE PLANK

Are you brainy enough to beat the pirates and save yourself from a watery death? Find out on the good ship ZX81!

Sounds good

This issue C&VG takes a step sideways and into the world of musical micros. We've persuaded Vince Clarke, ex of Depeche Mode and of Yazoo and now masterminding *The Assembly*, to judge a very special competition based on the music programs you'll find inside this issue. We've also persuaded our friends at Yamaha — the manufacturers of some of the world's most sophisticated keyboards — to provide some terrific prizes for our winners. You'll find out all the details on page 45. We've also come up with some sifty little programs on page 56 to turn your front room into a light show! And we also, finally, announce the winner of our Seventh Empire epic. Really!

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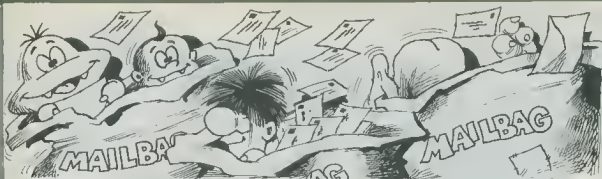
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CHEAP DEAL FOR 64...

Dear Sir,
I would like to point out that in your December issue you stated that a Commodore 64 cost around £285 with cassette recorder. I recently purchased the CBM 64 for £250 with manual — Introduction to Basic, Part 1 — cartridge game — Radar Rat Race — leads and cassette recorder. Perhaps other readers have come across this bargain?

Could you please advise me on buying a Scramble for the CBM 64. Also is there a Zaxxon for the CBM? Martin Emery, N. Yate, Bristol.

Editor's reply: There is a Scramble-type game for the 64, Martin. It's called Super Scramble and it comes from Terminal Software of Manchester. You could also have a look at Falcon Patrol from Virgin. There's not a Zaxxon for the 64 as yet.

TRY PLAYING ADVENTURES!

Dear Sir,
Having just read your January Mailbag, I totally disagree with Mr Goodwin. If he thinks that all the Spectrum games are just "childish trips" then he is totally wrong.

He only has to look at one Spectrum game and see what the average standard is!

The game I have in mind is *The Hobbit* — a superb game which I think will be "taxing" enough. If this is not good enough, then he can try *Cyrus*, *Chess* or many of the other Adventure games on offer.

I would say that David Gardner, who also wrote in the January issue, saying that Atari software does not make use of its sound, is wrong.

Atari owners may pay the most but they get what they pay for — the best sound and graphics, better than any other micros for its price.

Is there a cassette of Donkey Kong for the Atari? Would it be cheaper than the cartridge version?

J Sheldon, Chuswick, London.

Editor's reply: Even though it is more expensive, check out the official version of Donkey Kong from Atari. It is by far the best we've seen. I'm afraid we don't know of a cassette Kong.

LOOKING FOR GOOD GAMES

Dear Sir,
Please could you give me advice on which Donkey Kong cassette is the best buy for the 48k Spectrum? Also I would like to know if there is a Gorf arcade-like game for my Spectrum. I have been looking for ages but I have not had any luck. Finally, which Asteroids is the best buy?

Darren Byrne, Allestree, Derby.

Editor's reply: In answer to your questions, Darren, I would advise you to go to your nearest store where a good selection of games are available to view and have a look at Ocean's Donkey Kong. As far as I am aware at the present time, Gorf isn't available for the Spectrum and lastly, try Planetoids from Sinclair.

DEFINING GRAPHICS

Dear Sir,
I buy your magazine every month and I am very pleased with your Vic-20 features, but I have one problem which I hope you can solve. Nobody I

know can solve it and neither can the reference guide which I have purchased. The problem is to do with programmable graphics.

I know how to make the characters using DATA statements, but I do not know how to use these characters within a program or how to call them up to print them within a program.

I understand how to use the user defined function on the Spectrum which is much easier, but I would like to be able to understand how to use this capability on my Vic-20.

Kevin Page, Norfolk.

Editor's reply: In answer to your problem, Kevin, here is a short program to include user defined graphics in your programs:
10 POKE 56,28
20 DATA (Your character's DATA statement)
30 DATA 999
40 RESTORE

50 I=0
60 READ A: IF A=999 THEN 30
70 POKE 7168+I,A:I=I+1:GOTO 30
80 POKE 36869,255.

You can write the rest of your program with this either at the start as a subroutine, or wherever you need it. The user defined graphics start at the 0 graphic and continue A,B,C, etc.

FORGOTTEN APPLES?

Dear Sir,
You seem to have stopped the games reviews for the Apple computers, which may be an expensive computer, but there do seem to be lots of Apple owners who cannot get any information about games available and when they are released.

If possible, could you bring back news of software on the

Apple II, II+, and IIE? Though you may think Apples are very expensive, I got mine for around £300 while the normal retail price is £500-£700.

I find your magazine interesting and well written. Keep up the good work! Keung Lee, Mid-Glamorgan, Wales.

Editor's reply: We will try to bring you news of Apple games, Keung. In fact you'll soon be seeing some Apple adventures reviewed in the magazine. Don't despair, we haven't forgotten your favourite micro.

THE TROUBLE WITH VIC...

Dear Sir,
I bought my son a Vic-20 for Christmas only to find that the tape did not run and the computer was found to be faulty. The machine was exchanged. With this second computer, he found that it would not hold a program, so this was again returned. The third time the cassette gave in after a couple of days. Finally he decided that he would have a different make.

The one he chose was a Seord MS with a 20k memory which has not given any trouble and the makers, C.G.L., have been very helpful, even giving a telephone number he can ring if he has any kind of problem.

Have any of your readers had problems with the Vic-20? I would also like to know if you intend to publish programs for the Seord.

K J Harper, Telford, Shropshire

Editor's reply: Sorry to hear you've had so many problems with your Vic. We'll be printing programs for the Seord as soon as we get some, Mr Harper.



BE THE WAR LORD

RUN CITIES, COUNTRIES, CONTINENTS - BUT, BE WARNED!

Someone is about to press the button for **Apocalypse** A GAME OF STRATEGY

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MAILBAG



ANNOYED ATARI FAN

Dear Sir,
I was compelled, nay forced, to put pen to paper after reading David Gardener's letter concerning Atari sound. I read with total astonishment that the Commodore 64 (jumped up Vic-20 perhaps?) has vastly superior sound to the magnificent Alan 800. After banging my head against the wall several times, I read it again. Yep! That's what it says! Has this man had his head buried in the ground for the last few years or is he just deaf?

Perhaps he ought to listen to the sound on Preppie or Shamus or Necromancer or — well the list is endless! I think he may have judged it by listening to Choplifer, which I concede is absolutely terrible although graphically quite good.

No computer can compete with the 800's sound capability, with the exception of the new XL range. Also he states that the games for the 64 can be made as good as the Atari's. Well, isn't it about time. After all these years the 800 has been on the market, it's only now that rival firms are coming anywhere close to being graphically as good — although still not better!

He wonders if 800 or 400 owners are biased — of course we are! Who wouldn't be when they have a machine which is so vastly superior in every department — gameswise — to any other home micro currently on the market. Maybe Mr Gardener should stick to the old ping-pong games and leave home micros well alone!
Cary Campbell,
Preston,
Lancs.

STONKERS IS POSSIBLE!

Dear Sir,
On reading your review on Stonkers, I decided to write and give my findings.

After playing the easy game twice, I defeated it with quite a few units to spare. Then straight after this I

defeated the computer on the difficult game. I have since beaten the difficult game having still had four tanks, three artillery, three infantry and all supply units left. I thought that, as the review on Stonkers said it was very difficult, I would send in my best so far.

If other readers find the game as easy as I do, then obviously the reviewer has made an error, but perhaps Stonkers is my kind of game. I will have to try other strategy games and find out if I can do those just as easily.

D Horler
Havant
Hants



MICRO GAMES MINDLESS?

Dear Sir,
After reading Mike Goodwin's letter (Jan 1984 issue), a prompted me to write to your magazine about the mindless use of computers.

The main problem, I think, is that the good side of computers is being cast aside. What started out as an educational project with games as a sideline to keep one's mind stimulated has been completely reversed, with people just buying computers according to how well they can play games.

I myself have used three types of computers, including the Spectrum, making my own programs to suit my own needs, whether it is a program to test French

vocabulary (possibly even on a ZX81) or to make exam notes or file record collections. I have also made my own games (arcade and adventure) and have only bought specialty games like ZX Chess, which I have never regretted buying.

It is a sad state of affairs when one sees computers being bought as expensive toys. I'm sure that without those programmers who are dedicated enough to make games for other people, this will follow the same course as the skateboard craze.

Calvin Austin
Gillingham
Kent

Editor's reply. Here at C&VG we reckon that, although at first people may simply buy a micro to play games with, they soon get interested in their machine's other functions — like making exam notes or filing systems. In any event it's up to the individual what they want to get out of their micro, isn't it?

MAKE YOUR BBC BLEEP!

When the following program is run, it will enable the BBC to respond to a key being pressed with a bleep:

```
10 code% = &70
20 P% = code%
30 ?%0220 = code% MOD 256
40 ?%0221 = code% DIV 256
50 [
60 LDA &607
70 JSR &FFEE
80 RTS
90 ]
```

To switch the bleep on/off use 'FX 14,2' 'FX 13,2' respectively.

If you have version 1.0 OS, then you will be able to vary the type of bleep you get using the following FX calls:

*FX 211,X where X is the channel number
*FX 212,X where X is an envelope number (0-127 in steps of 4).

*FX 213,X where X is the pitch (0-255).

*FX 214,X where X is the duration (0-255).

Anwar Ali and Gary
Woolridge,
Handsworth,
Birmingham.

MINERS JUST CAN'T WIN!

Dear Sir,
In your February issue, I read with interest your article on Miner Willy. As I read on, your article said that Software Projects would be announcing a super prize to the first person to complete all levels of this game, but this is not true! I cleared all 20 levels and with great haste I phoned Software Projects, but I was told the prize was for Jet Set Willy on the Spectrum.

Please publish this letter as I'm sure it would avoid confusion for other 64 owners.

Stephen Trehanne
Burry Port
Dyfed

VIDEOGAMING HALL OF FAME?

Dear Sir,
I have been a regular reader of your magazine since it started, but over the last few months there seems to be more computer articles and less video game reports. This is excellent if you have a computer.

I feel not enough space is given to new releases (where are the reviews for Lady Bug Space Panic, Cosmic Avenger etc?).

I think the Joystick Jury is a good idea, but the jury is very severe and I think the marking system should be improved.

I'd also like to see a Hall of Fame and Charts for Atari, Intellivision, ColecoVision and Vectrex machines.

Frank Paton,
Dundee,
Scotland

OK Frank, point taken.

A Hall of Fame for Videogaming is a great idea and one we may well take up. I can't make any apologies for the toughness of Joystick Jury though — with game cartridges retailing at around £30 each, the jury like to be absolutely certain before advising readers to part with their hard-earned cash.

SCREENPLAY

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SCREENPLAY offers anyone who buys the ANIMATOR for the DRAGON 32164 or the BBC Micro, the chance to recover the cost and a whole lot more.

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**ORIC (16&48K) TANDY COLOUR (16K)
DRAGON 32**

SKRAMBLE



Actual picture of screen on
ORIC 48K

Your mission is to penetrate the enemy skrambla system and destroy their headquarters. You will start with three of our latest spacefighters equipped with repeating cannon and twin bomb launcher.

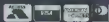
If you succeed in avading the elaborate ground defences, you will arrive at the Cave where flying becomes more difficult. In the cave are UFOs, after which you must avoid a hail of meteorites. Very few pilots succeed this far, but if you do, then you must enter the Fortress, followed by the Maze. If you manage to destroy Enemy Headquarters, then your reward will be a more difficult mission! One or two player game.

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MICRODEAL 1984

CALISTO'S £5,000 WINNER!



Nineteen year old David Thomas is £5,000 richer and also looking forward to a career as a full time computer games writer with Adventure International as a result of entering one of our competitions.

Birmingham-based Calisto Software challenged C&VG's readers in our June '83 edition to write a game good enough to sell commercially.

David immediately sat down at his Atari 800 and, after many hours bashing his keyboard, gave birth to Warlock — a super fast, Scramble-type, shoot-'em-up with truly stunning graphics.

Calisto were so impressed with the game that they have now marketed it

commercially and are about to release a Commodore 64 version of the game.

The £5,000 cheque supplied by Calisto's managing director, Mike Woodruffe, was presented to David at the Golden Joystick awards in London last month by disco jockey — Dave Lee Travis.

David intends to spend a large part of his winnings on computer equipment to enable him to write more games.

Writing games looks like becoming quite an important part of David's life as, since the competition, he has been offered a full time job by Adventure International.

Adventure International's boss, Scott Adams, has invited David over to the company's Florida head office in America to sign a contract and take a course in adventure writing techniques under the guidance of the grand master himself.

Which all goes to show — the biggest and best prizes are always in C&VG.



CALLING ALL THOSE CARTOONISTS

We regularly receive carefully drawn funnies from the pens of would-be cartoonists — the walls of the Computer and Video Games office are adorned with examples of their work. But as the magazine doesn't have a regular spot for cartoons, we don't really know what to do with them! Until now that is.

We've decided to let you run not over our pages — and you could win a prize too! Just send us a cartoon about computers or video games — make it as original as possible please — and you could soon be the proud owner of (details of prizes).

There are six prizes — two for each age group. The categories are Under 12, Under 18, Over 18. Don't forget to include your name, address and age on any entries you send us. Write them on the back of each cartoon you send us.

Remember you can pick any theme you like, but keep away from things we've already seen in other magazines and newspapers!

Send your entries to Cartoon Contest, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Closing date for the competition is April 16th — so get your pencils sharpened and start work now!

CALLING ALL DRAGONS!

Well this month we've decided to Leggot over to Wales where it's a well known fact that fire-breathing Dragons reign supreme.

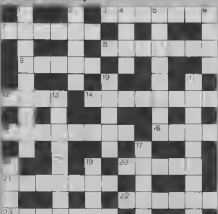
We've got 100 Leggot tapes for the Dragon 32 to give away free, courtesy of Imagine Software. So get your finger into training and prepare to fight for your life, bit by bit, past those fiery creatures to your nearest post office.

Send in your coupon, marked Dragon Leggot, to Computer & Video Games, 8 Herbal Hill, London EC1R 5EJ.

Name	...
Address	...

CROSSWORD

This is the first in a series of brand new C&VG crosswords. The first three correct answers out of the C&VG memory bin will get an amazing "The Champ" t-shirt. Just send your completed crossword to Computer and Video Games, Crossword, Durrant House, 8 Herbal Hill, London EC1R 5EJ.



Clues — Across

- Computer game for a little green hopper ... (7)
- ... and one that's all-consuming! (6)
- Occupies enemy territory (7)
- Stores a program (5)
- Heavenly body (4)
- It translates a high-level language into machine code (8)
- Micro ... wine barn? (anag.) (8)
- TVs (4)
- Out of tune, like the MZ80K? (5)
- Dictionary (7)
- Amusement area for video games (6)
- Shooter (7)

Clues — Down

- Tapes (9)
- Wins at Chess (5)
- It might give magical powers to the wearer (4)
- Computer displays (8)
- Chance taken (4)
- Computer reasoning (5)
- Myriapod game (3)
- The study of automata (8)
- Map (5)
- Users' group (4)
- Morse, for example (4)

THE CHALLENGE IS WITHIN YOUR GRASP

Compatible
with
Atari
Commodore
Spectrum

With the vast range of games now available for home computers each holds a different challenge. Now there are three Competition Pro Joysticks in the Kempston range that will come to your aid and improve your playing capabilities. Your movements will become quicker with finger poised over the fire button at the ready; your scores will be out of this world. Playing will be so much easier! If you're serious about the challenge your computer presents then you shouldn't be without a Kempston Competition Pro Joystick.

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NEW

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KEMPSTON JOYSTICK INTERFACE FOR THE ZX SPECTRUM

Allows the use of any Atari Commodore type joystick with the popular ZX Spectrum computer. With well over 100 games on the Spectrum now compatible with the joystick this is a must for any Spectrum owner who wants the power of a joystick added to the power of the Spectrum. Simply plugs into the edge connector at the back of the Spectrum. No modifications necessary.

Some games you can buy were produced before Joysticks were available for the ZX Spectrum. With the aid of Kempston conversion to pass these games can now be played with any of the Kempston range of joysticks.



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Amber, Pelviculator Spectra

CONVERSION TAPE II

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CONVERSION TAPE III

Can't wait for the great Hungarian Invasion? Play it now! (Spectrum)

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TRADE
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Most items are available from W H Smith's Books
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THE SUN SETS ON THE SEVENTH EMPIRE

Well, it's finally over. The last turn of the Seventh Empire has been run, and a worthy winner has emerged.

And if your player number was 3201 then congratulations! You've won yourself a spanking new ColecoVision games centre, currently the best seller in the States.

But before you frantically search for that crumpled piece of paper with that magic number on it... don't. Unless, that is, you happen to live in Sandingham Close, Haxby, York and be called T. White.

You do? Great. Well done!

But just in case you're not Mr. White, then here's how the game went.

Top score, as above, was obtained by T. White, player number 3201. His overall total for all six turns at the game stands at a massive 17,331 — well worth a Coleco.

So near, and yet so far, was runner-up player number 1781. This code belongs to Bob Wade from Orpington, Kent. His overall score is 16,009. I'm sure that we can find a suitable consolation prize for Bob. How about it, Tim?

The remainder of the Seventh Empire hall of fame looks like this, running down from positions 3 to 10:

A. Capaldi, Tynemouth, Tyne and Wear — third with 11,678. David Speight, Carleton, Blackpool — fourth with 11,317. Fifth was J. Woodhall of Wickford, Essex with 10,952, sixth was P. Teng of Leigh Park, Havant, Hants with 10,386, seventh was W. Mole of Ecclefield, Sheffield with 9,615, W. Wood from Chorley, Lancs was eighth with 8,013, G. Anderson of Kempston, Bedford was ninth with a score of 8,628 and finally, P. Walker of Woodford Green, Essex was tenth with 8,626 points.

If you do still have any queries, please drop me a line and I'll do my best to answer them. (Write to the Seventh Empire at the address on the Bug Hunter page.)

CROSSWORD



SOLUTION

Joe the Lion

Once upon a time there were hundreds of software companies selling lots of exciting games to computer gamers all over the country. Then, suddenly, an evil force came along and whisked all the poor little software companies off to an enchanted land where they all got jumbled up and lost their powers to create all that fun and frivolity for the poor micro owners.

Then one day a saviour appeared on the horizon in the shape of *Joe the Lion*. He discovered a myalic book which contained the curse which kept all the software houses in the power of the evil forces.

All he needed to do was unravel the mixed-up names of the software houses from the mysterious story.

But poor old Joe needs your help. Can you find the names of the unfortunate software companies hidden in the following story?

Joe the Lion has £1,000 of software on offer for Oric, Spectrum and BBC owners who manage to crack the riddle.

"EARLY one summer morning Bimbo rabbit and his Australian friend, Bruce, were lounging in the soft, silver sunshine near a bridge in Aberystwyth, Wales. On one side of them was the ocean, its water glistening like crystal, on the other virgin fields of level grass.

Bimbo was doing his English homework when he was intercepted by Bruce's daydreaming "C&FCDSCP/CRXJLCLPSSQEDR&R..."

"Just imagine," said Bruce. "Shh," said Bimbo, "I'm trying to learn my alphabet so I can be superior to the rest of the class."

"You'll never beat soft Tsk. He says he finds English addictive and he's only seven. It's his ultimate ambition to teach these new automata."

"He told me his fantasy was to lead a llama quest to the Arctic. He'd probably shiver to death. What an elephant!"

"That reminds me," said Bruce, daydreaming again. "We used to eat elephant when we lived in Australia. Back at my Melbourne house... or was it salamander?"

There was a long pause. Bruce dozed while Bimbo watched Richard the shepherd and his dog, Romik, herd the sheep in the distance.

Presently Bimbo stirred. "Have you heard that new record by Durell Durell?" Bruce sighed: "I'll never know why you new generation fill your heads with such rubbish. I can't stand the pace. When I was your age, all I worried about was my acne."

"Ow!" shouted Bimbo. "I've got a bug

byte!" Bruce jumped up and turned to his pet sloth, Lorin. "Quick, Silver!" he shouted sarcastically. "Get a doctor!"

"It's no good, Bimbo retorted. "The doctor's away this week. Only Mr. Micro could help and he lives miles away."

"I know," Bruce beamed. "I'll use my healing powers." Bruce turned his psi on and all was soon well. "Phew!" Bimbo relaxed. "Now we can get on with the game..."

Well, can you discover how many software companies are hidden in this mysterious story? All you have to do is write down as many names as you can find on a piece of paper, attach it to the entry form below and send it to *Computer and Video Games*/Joe the Lion contest, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Please remember to tell us what micro you own and fill in how many names you have discovered.

Now for the prizes! The first 60 Spectrum owners with the correct number of names will receive a copy of *Joe the Lion*'s latest game for their machine, called Bimbo. This is an exciting maze chase game. The first 60 BBC owners with this correct answer will get a copy of *Challenger*, a cross between *Scramble* and *Defender*. For Oric owners who solve the riddle, there are 60 copies of *Joe the Lion*'s Loka game, a 3D arcade-style challenge.

Remember, the first 60 out of the C&VG memory bin on the closing date of the contest, which is April 16th by the way, will win a prize — so

get cracking!

JOE THE LION £1,000 SOFTWARE CONTEST

Name

Address

Micro you own: Spectrum/BBC/Oric

Number of software company names hidden in our story (Remember to write out the names you've found on a separate sheet of paper and attach it to this coupon.)

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* Overseas inquiries welcomed

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| <input type="checkbox"/> Breakaway (£5.50 each) | <input type="checkbox"/> List of new games! |

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Quo Vadis?



Oyez! Oyez! All wizzo folk
Take note now of our Quest
Through May and June and then July
It'll tax your brains with zest

Fine riddles set to taunt and mock
Once hooked you'll find no rest
The gazette's down, the lists are set
Prepare ye for the last...

Take ready heed, Adventurers
We'll see who'll prove the best
For those who dauntlessly stay the course
We'll share the Treasure Chest...

WHO IS NUMBER ONE?

How many times have you seen the phrases "smash hit" or "number one best selling game" in the advertising blurb for various games? If the claims made by the manufacturers were true then just about every game ever launched has been a hit at some stage in its career.

It's not that the software houses are deliberately setting out to be dishonest. It's just that there exist about a dozen charts published by various magazines, chain stores, and software distributors which all have one disturbing thing in common — they all regularly show widely conflicting results. Not just different placings of games — but some times there are totally different

titles in the different top fives.

Perhaps the worst case of spurious charts was in a major weekly music paper which two months ago had the game Jet Set Willy in at the number twelve spot several weeks before the programmer had even finished writing it!

The reason that these charts have become an industry joke is simple.

None of the charts currently available are compiled by a top market research company. Until now that is. From our next issue we will be presenting a Top

Thirty compiled by NDP Market Research which will be the most accurate software chart in the country.

A mark of the confidence felt in C&VG's Top Thirty is the fact that the Daily Mirror — co-sponsor of the chart — is to make it the heart of a brand new computer column.

This first properly compiled computer games top thirty marks the coming of age of the games business and is further evidence that our hobby is becoming even more like the record industry.

If you watched BBC's Saturday Superstore on March 3rd, you will have already seen a Top

Ten taster for these charts — and read about our brand new top thirty in the Daily Mirror. So you see a lot of people are taking the C&VG/Daily Mirror software charts very seriously!

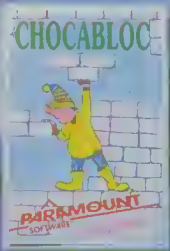
The first Top Thirty proper will be printed in the Daily Mirror on March 10th — and then the chart will appear in the Daily Mirror every fortnight. C&VG will also print the chart each month.

You should be able to find a big poster-sized chart in your local computer shop too.

So the next time one of your friends mentions a game that is doing well in the charts ask him which chart?

If it's not the C&VG Daily Mirror Top Thirty, it doesn't count.

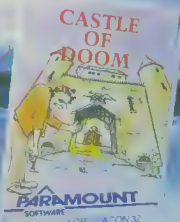
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G·A·M·E·S N·E·W·S

SORRY END TO SYNAPSE SQUABBLE

SYNAPSE

A transatlantic legal wrangle may rob British Commodore 64 owners of the chance to buy some of the best games software the Americans have to offer.

Synapse software — as many Atari owners will testify — have one of the best range of games of any software house in the world. Recently Centissoft, a British company, have begun to import Synapse's versions of arcade games like Zaxxon, Shamus and Peeyan for the CBM 64 and Atari computers. Obviously these games are in great demand but now, because of a legal row over trade names, the company's entire stock of software has been shipped back to the States.

The trouble began over six months ago when an English company called Synapse UK objected to the American firm using the name in this country. Synapse UK, a small software house producing custom designed business programs demanded that the name be removed from all the games packaging and advertising.

Centissoft covered the offending words on the packaging with sticky labels and thought the matter was settled. But the company continued to accuse Synapse US of impersonation and issued a writ forcing them to remove all mention of Synapse from the boxes, instruction booklets and the programs themselves. The costs of republishing and changes to the programs were so large that the British company were offered a substantial sum of money to settle the dispute, but sadly they would not budge from their position.

So Synapse have reluctantly removed their games from the British market for the foreseeable future at least.

Jeff Brien of Centissoft commented "It's a ridiculous situation that should never have happened. Commodore 64 owners will now miss the chance to buy what is undoubtedly the cream of the American software industry."

The story also has a wcomic twist. Encounters, one of the games affected by the ban, was originally written in Birmingham

— the home of Centissoft — and was considered so good that Synapse US bought the world rights, but now cannot sell it in Britain.

Zaxxon, Quasmodo, Blue Max, Rainbow Walk and Dimension X are only a handful of the games that have been withdrawn. Let's hope that the situation can be resolved quickly.

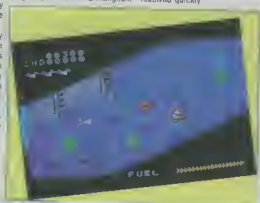
FLY WITH THE 617 SQUADRON

DAMBUSTER

World War II history is faithfully re-enacted in a new war game named after the world famous Dambusters squadron.

Based on the second world war bombing mission by 617 Squadron, the game faithfully reproduces the team on the water technique and the bombing bomb designed by Barnes Wallace which enabled the RAF to successfully bomb the Möhnesee Dam in the Rühr valley during 1943.

The player has to pilot his plane close to the ground to avoid enemy fighters and heavy anti-aircraft fire and then ensure he is at the correct altitude and distance from the dam before releasing his bomb. Each successful mission moves the game



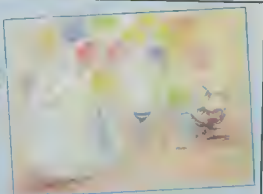
MAGIC MELTING MOMENTS

THE SNOWMAN

The widely successful book and film — The Snowman — by Raymond Briggs has been turned into a game for the 48k Spectrum.

Taking its theme from the book, the game is non-violent and is the story of a child's friendship with an imaginary snowman. The beauty of the book is not spoilt in the game and the worst fate that befalls the little boy is that he slips peacefully back to bed and falls asleep.

The game has four stages. During the first one he has to collect pieces of snow and build the 'magic' snowman, but each time he walks near a flame his snowball will melt. In the second level he must add the finishing



touches like a scarf, nose, eyes and a big smile, of course, to his ice man.

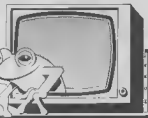
The next two levels are devoted to the little boy's efforts to stop the snowman melting. He does this by dropping ice cubes next to it to keep it cold. The little boy must also find the snowman some toys to play with. And you

must help the child rush around the icy garden looking for a skateboard, cricket bat and ball and some balloons to amuse his frozen friend.

You'll have to keep an alarm clock handy as the sleep monsters will lull you to sleep.

The Snowman is available from Quicksave for the 48k Spectrum and costs £6.95.

G·A·M·E·S N·E·W·S



onto the next level of difficulty.

Alligator are currently running a competition to find the country's best Demibuster player, with a trip to the Rhin valley as the prize. This must rate as one of the best prizes offered in a computer game competition, with the exception of the Sun Dial of Pi offered by Autometa to the person who finds all the clues in Pi Meura, their smash hit game which has reached cult status. Details are available from Alligator or their software dealers.

The first game, The Hulk, is to be released simultaneously in America and here at home in Britain on the 1st May by Birmingham-based Adventure International. Spiderman should follow a month later.

Unlike most of Scott Adams' other adventures, The Hulk will be available for a wide range of micros — including the Commodore 64, Spectrum, BBC, Orc and

or two blow the world to pieces as many times as you like before breakfast. Global genocide is now possible on a CBM 64 plus breaks for coffee, of course!

1994 is a multi-level game for the 48k Spectrum. You must guide Smyth (I suppose they mean Whiston Smyth from 1984) through eight levels inhabited by dragons, robot eagles and plasma bolts to find the key that unlocks the gate to the lost screen WILLY get to the top or fall to the bottom of the mine? ... oops different game — isn't it?

There aren't any speed limits on the moon so why not go for a spin across the lunar landscape with a little help from Moon Buggy. It's not all smiles though. The local aliens have got a little marked with all the ouches you've been making and are trying to shoot you brains out. Sounds like a rough neighbourhood.

Moon Buggy, 1994 and Artibus run on the 48k Spectrum. Two other releases — Banana Drama and Gushai — run on the '64.

Banana Drama is a kingdom-type game where you play the part of a dictator of a small banana republic.

Taxes have to be collected, crops sown, exports sold and the population led, otherwise you could be on the end of a very nasty revolution.

All the games are available from The Visions' Software Factory or from most High Street retailers.

HOW TO BE AN EMPIRE BUILDER

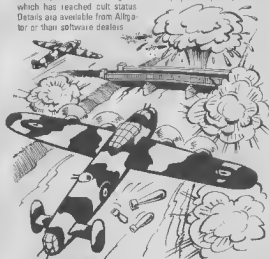
CLIMBER

The wheels of commerce grind remorselessly on. As an ambitious and less than scrupulous office boy you dream of climbing to the top of the business world and securing a seat on the board of directors and a key to the executive bathroom!

The world of high powered business is full of hidden dangers. Taxmen lurk in every lift ready to extract their pound of flesh and you'll have to fend off the Revenue's henchmen with your brolly or you fall from commercial success will be swift.

Your life of wheeler dealing and dirty tricks soon takes its toll on a body more used to five course lunches than a five hour workday. A close watch must be kept on your soaring blood pressure. A whole host of medical problems including coronaries and ulcers threaten to cut short your promising career.

Corporate Climber is definitely not a game for the weak hearted. Corporate Climber is available from Morley-based Dyasbyte Software for the BBC and Acorn Electron costing £7.95.



THE SUPER HEROES ARE COMING!

THE HULK

Cartoon superheroes, The Incredible Hulk, Spiderman and Captain America are preparing to make an assault on British games players this summer.

Scott Adams, the high priest of American adventure games is at this moment producing graphical adventure games based around the characters from the highly successful Marvel comics.

Each adventure will be sold with a specially printed comic. The story line is left hanging at a certain point, and the adventure games on the rest of story.

Atari computers for an asking price of between £8 and £12.

Watch out for an exclusive review of The Hulk in C&VG in the coming months.

VIOLENT VISIONS OF ARMAGEDDON

VISIONS

The Visions Software Factory has really got their production line working overtime, churning out games at an incredible rate. Another six games have been added to their range of Spectrum and Commodore 64 titles.

Armageddon 'a game of gratuitous violence is a jolly little game which lets you and a friend





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OF LUCK & SKILL, £5
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G·A·M·E·S N·E·W·S



TERRIFYING TIME FOR TADPOLES!

SAVAGE POND

Savage Pond is a world more ferocious and threatening than any you will have encountered before. The reality of fighting for life against nature's awesome forces will be more real than any space fantasy can hope to be.

The game is set in a seemingly quiet and peaceful village pond. But the banal waters hide a world ruled by death and destruction — governed by the laws of nature.

You play the part of a tadpole trying to survive against all the odds. You must guide the tadpole around the pond helping him to eat the amoebas and avoid the stinging hydrae. Many other creatures inhabit the pond, including dragonflies who drop eggs into the pond which must be eaten before they hatch out.

Other hazards such as industrial pollution, mutant bumble bees and water beetles threaten to end the young frog's life. Can you survive and ensure the production of future generations or will the demise of the species be your fault?

Savage Pond is produced by Liverpool-based Staircase Software for the Atari and Commodore 64 computers and costs £8.95.

FEARLESS ENOUGH TO FOLLOW FRED?

FRED

The ghost of Tutankham is ready to avenge anyone who dares to enter the tombs of the ancient Pharaohs. One man — Fred the archaeologist — is preparing to set foot into a pyramid that hasn't seen a living soul for 2,000 years. Are you courageous enough to join him?

During your travels through the labyrinth of passages, hall ways, vaults and the obligatory mummies, acid rain, caused by old and decomposing Egyptian mixtures falling from the ceilings, will have to be avoided or Fred could end



up as a nasty fizzing sludge.

To protect himself while he searches for the dead Pharaoh's treasure, Fred carries a revolver and six bullets — further ammunition can be found along the route. Fred starts each expedition with 15 units of energy and every time he is hit by a monster he loses energy. Two extra units are gained each time the magic elixir of Nefertiti is drunk or the exit is reached.

Fred runs on a 48k Spectrum and is available from Quicksilver and costs £5.95.

STOP THE SOFTWARE PIRACY!

PIRACY

The Computer Retailers Association has launched a blistering attack upon the media's handling of the software piracy issue. The BBC is singled out for particularly harsh criticism over a report on Newsnight that appeared to imply that the British copyright laws were not applicable to computer software.

The CRA would like to point out that the impression the programme gave was in fact erroneous — and software houses are actively involved in prosecuting

ALL infringements of copyright.

Over six cases have already been brought to the courts and each one has been fought successfully — the courts agreeing that the Copyright Act covers computer programs.

C&VG supports any move which will halt software piracy, but the methods used to combat copying in the video industry will not work for the games manufacturers.

Children, not organised criminals, are responsible for ninety percent of the piracy. Strong arm tactics are not the solution to playground piracy.

Lower prices and a more original approach to games software is what is needed, not legal muscle.



JOIN ALICE IN WONDERLAND

MEMOTECH

The Memotech MIX 512 seems to have a very bright future in front of it. The new computer was only launched late last year but has already gained a large software backing and the approval of many of the top game manufacturers.

The company leading the race to produce the hottest games for the Memotech machines is Continental Software.

Continental have released three games so far: Blobbo, a maze game, Minefield and Kilopede — a version of the arcade game Centipede. They have another ten titles under development which they hope to have ready in the very near future.

The most interesting of the forthcoming games is a pair of games based on Lewis Carroll's novels: Alice in Wonderland and Alice Through the Looking Glass.

The two games let you take part in the fantasy world Carroll created in his books, and are presented in full hires graphics to help bring home the full force of his magnificent flight of imagination.

Over 30,000 Memotechs have been ordered and well over 20 software companies are designing games for it. So anyone who's considering buying a games playing computer should put the MIX 512 high on their list.

The three arcade games cost £8.95 each and the two adventures £9.95, and are available from Continental Software, based in Witney, Oxfordshire.



G·A·M·E·S N·E·W·S



MYSTICAL PYRAMID OF PI

PI-BALLED

Imagine a wind-swept and desert, mystical pyramids and a little pink man with a big snout and you have the makings of a new episode in the Pi Man saga.

Burt — the game's central character — has walked into the desert to contemplate the meaning of life, the Universe and everything and anyway his mother's been nagging him a lot lately.

After a few days of stumbling through the sand dunes, Burt discovers the legendary Mystical Pyramid of Pi. Perched on top of the ancient building, Burt makes ready to begin his meditation but he didn't count on the Pi Man and his pals, the Ball brothers, being around.

Poor Burt must jump around the pyramid changing the colour of the mystic squares while avoiding the advances of the Ball brothers, Sid Snake and the pixel princes Col and Jas. Burt can jump onto the spinning discs hovering above the pyramid and lure Sid over the edge. Ha! He have

to watch out for the cunning Pi-Men who lie in wait on the squares.

Pi-Balled has over 66 different levels, joystick control and a free record on the cassette entitled *Restless Pi*.

Pi-Balled is available from Automata UK for the 48k Spectrum and costs £5.50.

STRICTLY FOR SPORTS ADDICTS!

OLYMPIANIA

Pimania addicts can now keep fit with PiMan and his new sports style game *Olympimania*.

With the Olympics not far off, the PiMan has decided to get in shape for the big event with an intensive fitness course. You can join him in the Pi-jump, fly down the Mattashoin in Alp-pi, thrash Daley Thompson in the Pi-tathlon and probably drown in Butter-pi from exhaustion.

The PiMan also saddles up for a ride in the most dangerous Olympic sport of all Step-pi on equestrian horse racing to me and you.

The boys from Automata assure us that the graphics are 'absolutely brilliant and if the game doesn't have you out of breath, the game's hi-res display certainly will.

And after a tough day's computer, why not unwind to the rock song on the flip side of the tape entitled *The PiLand Nabobs!* Anthem?

Olympimania will be available from Portemonth-based Automata UK for the 48k Spectrum in early March and costs £6.00.

I was a little disappointed that there wasn't a book of warm-up exercises with the music — perhaps we could have had *Pi-robics*?



NOT MUCH LOVE FOR NORMAN

THE TEBBIT

Remember the adventure game called *Denis* through the Drinking Glass which chronicles the mishaps and disasters that befall Denis Thatcher — the husband of the Prime Minister — as he endeavours to escape from the clutches of power to the comfort of the Grave Diggers Arms and a well deserved gin and tonic?

The sequel of *Denis* through the Drinking Glass is almost upon us. It stars one of the country's most feared and hated men. A figure that stirs terror in the hearts of all decent citizens — the Tebbit has arrived!

The Prime Minister's right hand man rules the chambers of Parliament with an iron hand. Have you the courage to enter a world of politics full of creatures like the Tebbit?

Denis Through the Drinking Glass and *The Tebbit* run on the 48k Spectrum and are available from Applications Software and cost £5.50 each.

GIRLS CAN PLAY GAMES TOO!

GAMES FOR GIRLS

What next? Horace goes slower straining off maybe the attack of the mutant housewife? No, we now have ladylike games for young ladies!

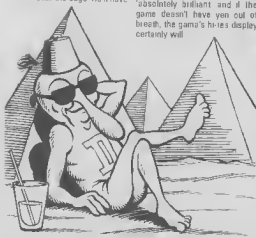
Games for Girls is the title of a new and rather ridiculous range of games aimed at encouraging girls to take a greater interest in computers. The makers state the software will test young ladies' intelligence and application of logic. Sounds like fun... eh, girls?

All the nasty monster killing and alien bashing that's so popular with their brothers has been removed. Instead they will be served a diet of show-jumping, mental arithmetic and diamonds — well they're a girl's best friend, aren't they?

Perhaps Case Computer Simulations, the manufacturers, should realise that if they really want girls to become more involved in the world of computers then producing a game about show-jumping is not the way to go about it. Besides, aren't boys allowed to be interested in show jumping, mental arithmetic or diamonds, for that matter?

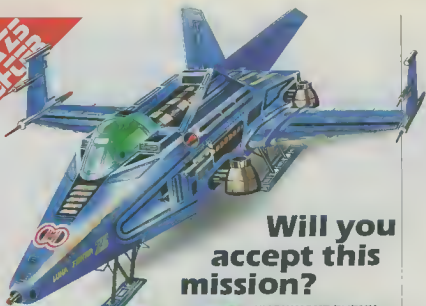
Treating young children differently because of their sex can only widen the 'gap' between them and reinforce the myth that computers are a masculine concern.

The games are available from London-based CCS for the ZX Spectrum costing £6.00 and there's more to follow!



Illustrations: Terry Rogers

THE
LUNA
HOVER
FIGHTER



Will you accept this mission?

In your Z5 Luna Hover Fighter you must penetrate the 3 successive Seiddab defensive zones and destroy their command base

The state of your fighter and its armaments along with status reports of the Seiddab defences is given below

Good luck! May the power be with you.



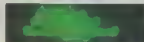
• LASERS •
Short range weapon system
Iridium powered. Powered up and operational



• MISSILES •
Long range weapon system
Radar homing duodec warhead
Armed and ready to fire



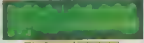
• RADAR •
Long range, over the horizon sensors. Tuned to the plasma output of Seiddab hover fighters



• NAVIGATION •
Locked on to the Seiddab command base. Head up path display



• SHIELDS •
Lithium powered. Combat power level. Status all green



• GAUGES •
Long range propellant tanks
Status full. Combat shielded
Hull temperature status low



£5.95

£7.95

£5.95

This is the latest and most difficult mission in the long running struggle against Seiddab aliens – are you prepared to accept this mission?

Available for 48K Spectrum from all leading software dealers including Boots, John Menzies, Spectrum Computer Centres, etc.
Available for other popular home microt soon.



Hewson Consultants
568 Milton Training Estate
Milton Abingdon, Oxon OX14 4BX

KNOW YOUR ENEMY



• DAB TANKS •
Robotically controlled. Ytsan missiles – armed. Susceptible to laser strikes



• SEID HOVER FIGHTERS •
High power, low manoeuvrability strike craft. Plodium missiles – armed. Susceptible to missile or laser strikes



• AERIAL MINES •
Contain proximity fuses, explodes on detecting hoverfighter. Susceptible to laser strike



• MISSILE SILO •
Final line of defence – self activating. Hewstron Warhead. Susceptible to laser strike



• COMMAND BASE •
Your objective – heavily defended. Requires many strikes to destroy – you must not fail

Microspeech
Compatible

3D LUNATACTACK

WE DISCOVER WHAT'S NEW IN BLACKPOOL

Well, the Blackpool show was well stocked with a good mixture of new and old games.

Sprinting into the arcades just in time for the Olympics is Konami's *Track and Field*. A great game for all you armchair sports enthusiasts with six events from the decathlon to compete in. One to four players can play and it's guaranteed to leave you breathless!

One game that certainly catches the eye is *Star Rider* from Williams. It's one of the new breed of laser games with some striking graphics and sound effects.

It is the ultimate in motorbike racing — the cabinet is shaped like a racing bike and you've got to sit astride the bike's seat to play. Definitely not a game for anyone wearing a skirt!

You have to race around a track on a sci-fi, turbo-charged bike — just watch out for other mad bikers, they drive like maniacs and will bump you off the track, slow you down and cause fatal crashes if your reflexes are anything like mine! Definitely a game for trainee Hell's Angels.

Roller Aces and *Vastar*, both from Streets Manufacturing, were two games new to the industry. In the excitement and graphics stakes I'd rate *Roller Aces* over *Vastar*. In *Roller Aces* you play a heavily padded skater who has to negotiate an obstacle-filled track while being pursued by two heavies who'll bump, punch and trip you.

The only way out is to either out-skate them, or — if you happen to foul the Queensberry Rules — throw a quick right and left hook and catch them off balance.

On looking at *Vastar* I was reminded of the computer game — Jet-Pac.

We're not one of those magazines who thinks everything happens in London you know! A few weeks ago we packed our bags and braved the frozen wastes to visit Blackpool where the big arcade industry show takes place each year. Traditionally, the Blackpool show features some of the latest arcade games and some brand new ones too. The undoubted hit of this year's show was Atari's *Firefox* — the long awaited laservideo adaptation of the Clint Eastwood movie. But there were other great new games around. Read on to find out more...



An unusual game with a 3D effect, it's basically a shoot-'em-up with a difference. You control the Jetman, hovering in mid air with the help of a power pack, who has to fight off waves of nasties coming from the right of the screen.

A game to thrill American Football fans, is *10 Yard Fight* from the Irem Corporation. It is a brilliant copy of America's national game which has gained

almost cult status in the UK over the past six months.

The ever popular theme of motor racing games was fully represented with a wide selection of games available.

Sega's *Up n' Down* is a light-hearted driving game which puts you in charge of a VW 'Beetle' — hardly a racing car! The track seems to be suspended in mid-air and, as the title suggests, goes up 'n' down a mountous road. The car also has the amazing ability to jump other cars and to leap the gaps where parts of the track have fallen into the unknown.

Laser Grand Prix from Taito is at the other end of the scale — for those who die haven't taken their last or wouldn't be allowed on the roads because of their dangerous driving.

It's a laser video game which features actual film of the Mount Fuji race circuit in Japan with your car composed of computer generated graphics.

Atari's *TXI* is possibly the most sophisticated racing simulation game on the market to date. It incorporates three video screens and the driver sits in a cockpit-style booth. The centre screen shows the race track whilst the left and right screens act as wing mirrors. It's a thrilling game!

Spy Hunter is one of Bally's Midway's new releases and is vaguely reminiscent of the movie, *The Italian Job*. The inevitable car chase ensues with you, the good guy, trying to outrun a whole bunch of badguys.

You're the driver of a super-duper, 007-style car which is equipped with machine guns and can lay smoke screens and all sorts. These are lethal to anyone

following you — and give you a better chance of getting away!

At the beginning of each new section you've got to drive into the back of a moving weapons van to be fitted with a new weapons system. Sounds easy? Just wait till you try driving into the back of a van that is moving at a steady 50mph with a bunch of heavies on your tail!

Bally's *Discs of Tron*, a spin-off from the movie *Tron*, was also heavily featured at the show and is based on a scene in the Walt Disney film, *Tron*.

Standing on disc-shaped platforms, you throw lethal discs at your opponent and knock him off his platform before he gets you. You begin the game with just one platform to stand on — but in following screens the number of platforms increases and *Tron*



has to jump from platform to platform to survive. A great new game!

In *The Tin Star* from Taito, tables and chairs crash to the floor, bottles spill their venal contents into the dust and the air is thick with the blue haze of cordite.

You are the sheriff of a small outpost in the Wild West and your once clean and god-fearing town has been overrun by the meanest, nastiest crowd of drunken no-gooders you've ever seen.

It's no easy job getting them out of the saloon — but don't let the fact that it's one against twenty deter you. With guns blazing, you march bravely into the saloon and the action begins.

Bundts at 3.00 — get ready! Iced *MACH3* from Mystair is a laser video shoot-'em-up and one of the first laser games to





use actual film for the background throughout the whole game.

You are the pilot of an F-5 fighter jet and your mission is to prevent enemy forces from gaining air supremacy and to bomb important military installations.

A synthesised voice offers advice on which installations to blow up. Dog-fights in the skies follow. You'll fly over some amazing scenery — all the film was shot by a stunt pilot in the States and includes deserts, mountains, secret shipyards and dams. Possibly the forerunner of Atari's *Firefox*, *MACH3* is certainly a game to be reckoned with in its own right.

Endy's *Crossbow* is an arcade/adventure laser game where you guide a group of travellers over hazardous landscapes to the castle at the end of your quest. A crossbow-style weapon is placed outside on the cabinet and you use this to shoot the many undesirable characters who lurk in unexpected places and pose a threat to the travellers.

"May the Force be with you, Luke," whispers the voice of Obi Wan (Ben Kenobi as Luke, in his X-Wing fighter, prepares to destroy the Death Star and obliterate the evil Darth Vader).

Set in the depths of space with linear graphics, you'll have a hard time just evading the *Death Star's* Tie-Fighters, let alone dropping a bomb in the only vulnerable point of the *Death Star* — the exhaust chute. *Star Wars* is still a firm favourite in the arcades with its multiple level choice of game action, great graphics and even better sounds — including the whistles and beeps from R2D2! Another very playable action game.

NOW PLAY THE MOVIE!

FIREFOX

Well, it's finally here. *Firefox*, the game everyone had heard about and no-one had seen, made its first appearance in the UK at Blackpool last month.

Atari has successfully managed to keep *Firefox* under wraps over the last year and this fact alone has generated a huge amount of interest from the curious competitors, distributors and traders. But now the suspense is over.

Atari claim that Philips designed the laser player exclusively around *Firefox*. The disc is scanned at such a speed that there is a smooth transition from scene to scene, thus eliminating the irritating 'dead' area found in many of its predecessors which is certainly an improvement.

It was worth waiting for. In a cabin styled on a jet cockpit, you'll be able to plug your personal stereo headphones into the special jacks fitted and immerse yourself in the game, while the exciting and realistic sound effects increase the overall impression of a hair-raising flight out of Russia.

The trailer to *Firefox* is taken straight out of the film of the same name which starred Clint Eastwood. This and a simulated voice-over explains your mission.

The development of the *Firefox* plane has taken the Soviet Union only three years instead of the expected ten years. To protect vital national security interests and to learn what makes it so advanced, the United States must acquire the plane before the Soviet Union begins mass

production. You've got to steal it. Whilst listening to this explanatory dialogue, some great action sequences from the movie are shown on screen.

Firefox starts off with the sound of turbo jet engines increasing to take-off speed. With moments you're airborne and flying over the mountainous terrain of the Urals in your stolen MIG-31.

The background scenery flashing beneath you is actual film footage from the film whilst your MIG is composed from computer-generated graphics superimposed on real film.

Furthermore, Clint's voice is heard throughout the game, offering advice, instructions and words of warning to you (the pilot).

Other fighter jets, including prototypes of the stolen MIG-31 will be scrambled with instructions to destroy you. Beware the tracking systems and infra-red radar — they'll quickly pinpoint your position if not eliminated.

Fuel or lack of it — is a prime factor in getting out of Russia alive. There are various refuelling points en route in the icy wastes of the arctic icecap and it is in these areas that Russian surveillance will be concentrated.

An action-packed game with superb sound and graphics, *Firefox* is the last laser video using footage from a commercial feature film. It's fast and addictive and you can expect to see it in the arcades within the next couple of months.

We saw a prototype version at the Blackpool show but Atari tell us that now some extra screens have been added to make the game even more spectacular.

The machine's in-built brain can now recognise just how good you are getting at the game depending on the number of kills you make.

Screens featuring fog, night flying and even an 'infra-red' mode have also been added plus a glimpse inside the cockpit.

So for this new improved version is only out and about in the States — but watch out for *Firefox* in your local arcade.



Several newish pinballs were on show at the Blackpool arcade show from the major manufacturers. Gottlieb or Mylstar as they now like to be known, had two newbies at the show called *Ready Aim, Fire!* and *Reck em' Up!*

Ready Aim, Fire! is a pretty basic pin with a fairground theme. It's based on one of those target shooting booths you find at any fair. It has five pot bumpers, three at the top, two at the lower end of the playfield, and several skill targets and up to four players can compete. It's not a bad game to play and pinball regulars should be able to reach high scores without too much trouble. The backflash and playfield artwork is pretty basic and old fashioned, however, and might put a few people off.

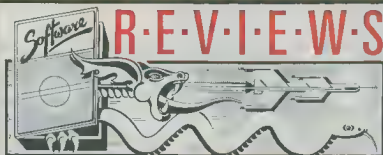
Gottlieb's other offering, *Reck em' Up!* followed that age-old pinball tradition of basing the game on a Pool theme. Once again it's a standard game with a pretty standard playfield layout. Gottlieb/Mylstar don't seem to want to be very edgy about it. However, *Reck em' Up!* is a playable pin that is worth looking out a low 10 pances to try out.

Real star of the show was Williams' *Freepower!* It is a rugged version of the original *Freepower* machine with a split level playfield and lane change.

Other exciting features on *Freepower!* include the 'bonus hold-over'. If the player manages to light up any of the three banks of target lights, he then has between 7-10 seconds to activate the 'bonus hold-over' by 'going into orbit'. When the ball drains, you not only score the bonus but a chance for more points is earned over onto the next ball.

Completing a three-bank and going into orbit twice with the same ball scores 25,000 — a nice trick to impress the local pinball wizards!





FANFARE FOR THE FALLEN FLEA

BOOG-A-BOO

Every now and then a game comes along that is so revolutionary, so full of new ideas that you know it will be a winner the minute you set eyes on it. Boog a Boo is one such game.

Set in a world of woad and wonderful vegetation, you play the part of Boog a Boo the flea — who's fallen down into a deep chasm and is trying to escape. You must make the flea jump onto the numerous ledges in the cavern in an effort to escape to the surface.

You control Boogie by tapping the joystick making him hop, skip or jump according to the strength. The graphics are breath-taking — easily the best to come from a British software company.

The game requires timing and co-ordination rather than a fast firing action and is addictive and frustrating in the extreme. The whole C&VG team fought over it for three days — a record equalled only by Mattel's Burger Time.

Boog a Boo doesn't have the cavern to himself — hungry pterodactyls fly around waiting to pick off helpless insects. Failing



DOOMSDAY CASTLE



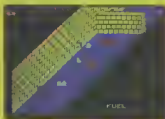
DONKEY KONG



ROBOTRON



BOOG-A-BOO



ZAXXON



MANIC MINER



off a ledge doesn't cause him any harm unless he falls into the jaws of one of the Venus Fly Traps — then I'm afraid the game is up for poor old Boogin.

Breath-taking graphics, perfect animation and a fresh and original approach to game design have been combined to produce yet another top rate game for the Commodore 64.

Boog a Boo is available from Quicksilver for the Commodore 64 and Spectrum and costs £7.95 for the 64 version.

- Getting started 8
- Graphics 9
- Playability 9
- Value 8

ATARI SOFT BOUNCE BACK

ROBOTRON

I wouldn't have believed it if I hadn't seen it with my own eyes! I had always considered a good version of Robotron on a home computer absolutely impossible. But Atari have worked what can only be called a miracle on the Commodore 64.

Atari have bounced back after a disastrous year when they lost millions of pounds on their computers. They have made a very sensible decision to convert all their top games software to other micros. All the Atari titles like Pac-Man and Defender have not only survived the transfer to the 64 but are much improved because of it.

Robotron is set in the year 2084. A breed of free thinking androids have rebelled against the human race, determined to utterly destroy their oppressors by programming them to turn into destructive mutants. As the only human immune to their programming, it's up to you to save the last few surviving human families.

Armed with an anti-robot laser, you must lay waste to armies of androids besieging your futuristic city or face the unthinkable prospect of total extinction of the human race.

You can fire and move in one of eight directions. But the direction of movement and firing is independent, so you move up the screen by firing left, right or downwards — just like the original.

Only a handful of human clones remain on Earth. You must



touch as many as you can to place them under your protective powers, but you'll have to be careful because the Robotrons know of your existence and hence m on you.

The attention to detail in the game is incredible and it's difficult to spot any difference between the graphics of the original arcade game and Atari's version for the '64. Robotron incorporates nine levels of difficulty. Playing anything apart from level one is futile — unless you're Superman — it's so difficult.

The player can use one of two joystick options, either using one stick to move and fire or two separate ones for firing and moving your man. Robotron 2084 is a triumph and any one who claimed Atari were washed out and no longer a major force in computer software will certainly have to eat his words!

Robotron is manufactured by AtariSoft and is available from all Atari stockists for £19.99.

- Getting started 9
- Playability 9
- Graphics 9
- Value 9

KONG BOMBS OUT!

DONKEY KONG

TI owners have been having a rough time of it lately with the announcement that the company is ceasing production of the computer and the continued shortage of affordable software. This review won't add much cheer either, I'm afraid.

It concerns a game called Kong — of the donkey variety. Texas gamers have been crying out for a decent Kong game for ages, but alas this offering from Timeless Software doesn't fill the need.

Prior frustration was the main feeling after trying to get a

pathetically slow Mario along platforms and up ladders.

The game does have an original twist that adds difficulty. As you gallop onto the second platform, a time bomb explodes slowly towards the girl. You have to rescue her before it touches her and detonates.

At £7.95 this game is not really up to professional standards — many of our TI readers could write a better Kong game themselves. If you are one of these people, then why not do your fellow TI owners a favour and send it in to us for publication.

- Getting Started 8
- Graphics 3
- Playability 3
- Value for money 3

VERITABLE FLOOD OF MINERS!

MANIC MINER

It's not often that a rip-off is better than the original, but it's generally agreed that that's the case with Manic Miner.

Originally, it was programmed on the Atari and called Miner 2049er, and your job was to explore the numerous caverns of a disused mine.

The idea was then well, ah, copied for the Spectrum and sold by Big Byte as Manic Miner, which has proved amazingly popular. This game has 20 screens as opposed to Miner 2049er's dozen, and, as well as some rather clever programming, there are some funny and original ideas in there.

Each screen is different, and features such hazards as Man-eating Teils, Mutant Telephones, Bouncing Cheques and the like.

Now, after a few delays, the hit game is available for the Commodore 64. It's marketed by Software Projects headed by its author Matthew Smith, who, I'm told, is really big in programming

Recently a flood of Miner type games has hit the software market. Owners of 64s can now try their hand at China Miner, produced by Intarceptor Micros.

This game has 30 screens, but unfortunately is not a patch on Manic Miner. The graphics lack the small detail of the Software Projects game. Instead of the occasional pun on other programmers' names and games, most of the screens have an m that vein.

There are Jumping Jells in there, bouncing VU meters (as in Revenge of the Mutant Camels), Mutant Hover Mowers and also Spectrum puns, like Loony Jem. In fact, there's not much originality at all.

Manic Miner, by Software Projects, is almost identical to the Spectrum version. It even has the same sized screen as the Sinclair machine, with a large unused border surrounding it. Still, apart from the waste of space, the game's great.

Mutant Telephones are still there, and so is Eugene's lair and all the other screens which went to make Manic Miner a 20-screen wonder for the Humble Spectrum, previously with nothing good to its name except the Hobbit.

So if you're after an arcade game which you won't tire of for a long time, then Manic Miner's recommended. Control is easier and graphics are better. Although China Miner has more screens (and they're much more difficult), it's not such a playable game.

Manic Miner

- Getting started 8
- Graphics 8
- Value 9
- Playability 9

China Miner

- Getting started 6
- Graphics 6
- Value 6
- Playability 6

continued on page 30



Continued from page 29

FLYING FORTRESS FAILS

ZAXXAN

With the many hundreds of games now available for the Spectrum almost every arcade game that ever saw the light of day has been converted for use on the Sinclair machine.

One exception to this though — is Sega's graphically superb game — Zaxxon.

It is probably because of its exemplary 3D style graphics that the software houses have, so far, shied away from trying to recreate the beautiful floating blue fortress.

Now a new software house, Stearzone, has been brave enough to make an attempt and they ought to be congratulated for taking on such an adventurous project.

That is where the congratulations have to end as the final product is far from satisfactory.

The ship is a crude graphics block and moves in jerks — none of the smooth scrolling graphics of the arcade game or other conversions for other home systems.

The missiles are dreadfully slow taking several seconds to move across screen and connect with the target.

The lack of speed also makes it too difficult to fly over obstacles — which is intentionally difficult in the real game — but annoyingly so in this version.

The ground-to-air missiles — which were such an impressive feature of the arcade game are also crude — like pipes coming out of the ground.

Sound effects are also poor — an odd clicking sound as the missiles move at a snail's pace across the screen.

Anyone who has ever seen arcade Zaxxon knows what a

snore game it is — unfortunately this home version does not reproduce the feel of the game, or come close to its excellent graphics.

Available at £5.50 from Stereone of Wantage.

● Getting Started	7
● Graphics	4
● Value	3
● Playability	3

JET POWER JOGGER IS A GEM!

JET BOOT JACK

Jack, the jet-powered jogger, is the star of English Software's latest offering for the Atari range of computers. He zips around happily collecting musical notes in a Mario Miner-style world of elevators, conveyor belts and assorted nasty bugs.

The game may not have the most original theme in the world but Jack is a little graphic gem. He wears a jogging baseball cap and "Walkman" headphones.

The action takes place in the Record Pressing Plant and Jack's one aim in life is to collect enough musical notes to create the greatest music collection in the world! Not much to ask. There are ten multi-level screens and the game features five skill levels with varying hazards and point scoring capabilities.

Jack jogs on his way using his amazing jet-boots and these need refuelling from time to time. To do this, you must guide Jack into one of the several fuel pods dotted around the screen. The game ends if Jack runs out of fuel.

You get bonus lives if you score 10,000, 30,000, 50,000 and 80,000 points — but it should take you some time to reach that level of skill. Unless you've already beaten Mario Miner, that is! Oh yes, you also get a points bonus for completing a screen.

There is a high score feature — with a read-out on the display at the start of each game and on the top of the screen as you play. And the loading display — featuring Jack again — is neat!

You can play the game using the joystick and it will take a bit of time to get used to the ducking and jumping actions. Jack kicks bugs in the plant by jumping up and down on the level above the little creatures. The fire button makes him duck under any overhanging obstacles that might block his path. Once you've mastered these controls you'll be off and enjoying yourself.

As I've already said, Jet Boot Jack is not the most original game around — but I found it quite addictive and enjoyable and can't wait to get back to take a crack at teaching that tenth screen!

Jet Boot Jack comes from English Software of Manchester on cassette or disc for the Atari 400/800 and XL range at a bargain price of £9.95 and is available now in major high street stores.

● Getting started	7
● Graphics	8
● Value	8
● Playability	8

DON'T GET MAD, GET EVEN!

DOOMSDAY CASTLE

Zippy is my tip to become the next superstar of computer games. His name will soon be up there in lights alongside the other greats like Mario, Willy and Hungry Horace.

Many of you will already have encountered Zippy in his first game, The Pyramid. Following the success of The Pyramid, Fantasy Software have issued out a sequel with no apparent concern at typecasting their new protégé. Doomsday Castle follows the

now familiar pattern of the arcade-style adventure game. You have to negotiate out hero through no less than 75 interconnecting halls and labyrinths, dodging the nasties and collecting six precious stones en route.

Doomsday Castle is proof that Ultimate do not have a monopoly on pretty smooth scrolling graphics. This is the prettiest game I've seen since Pssst!

It's addictive to the point of frustration and I for one am determined to get even with that darned Scerthax one of these days.

Available now at £5.95 from most good software shops.

● Getting started	6
● Graphics	9
● Value	9
● Playability	8

A CHARIOT MADE FOR TWO

CHARIOT RACE

Two-player games seem to have gone out of fashion recently. In the Atari VCS's heyday, almost every other cartridge Atari released for the machine needed two people to play it.

But games on computers have always tended to have a sole player pitted against the computer in inter-planetary war or gobbling ghost contests. Chariot Race for the Vic 20 provides a refreshing change by letting you and mate try to kill each other!

The game is set in a suitably barbaric era — the height of the Roman Empire — and is, as the title suggests, the Indy 500 with horses and carts.

The aim of the game is to avoid running into the back of other chariots and to try to push your opponents into the walls of the arena and crush them under the horses' hooves.

The graphics are good and shame many of the games on the Vic's big brother the 64. I can recommend Chariot Race to any one — well good Vic games are few and far between.

Chariot Race is available by mail order from Micro Antics or high street retailers for an asking price of £6.95.

● Getting started	7
● Graphics	9
● Value	7
● Playability	7

continued on page 32

DON'T LAUGH. FIVE MINUTES OF ALLEY-OOPS AND YOU WON'T BE ABLE TO TAKE YOUR EYES OFF IT.

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continued from page 30

A GAME TO MELT YOUR HEART

THE SNOWMAN

You've seen the cartoon on Channel Four. You've read the book. Now play the game!

The Snowman, a book without words by Raymond Briggs and a beautifully animated film, has been turned into an arcade style game for the Spectrum. There are also plans to computerise Raymond's other books — including children's favourite *Fungus the Bogeyman* and the extremely depressing picture version of the aftermath of nuclear war called *When the Wind Blows*.

Getting back to happier things, The Snowman is set at Christmas time. You are the young hero and have first to build the snowman.

To do this, you must travel round a Manic Miner-type of screen collecting little heaps of snow. You then drop them over a certain spot where they will pile up and gradually take the shape of the snowman.

Once the snowman is completed, your next task is to collect his clothes like tie, trousers and braces. The third level will ask you to equip him with balloons and a skateboard.

Travelling around the screen with you are some flickering names just like that character from the gas adverts. Running into one will do you no harm at all, but if you happen to be carrying some snow then it will melt and you'll have to find some more.

You can get round this problem by finding an iceed lolly which will freeze the Name and gain you extra points.

You'll also need to find regular supplies of food, as your energy level ticks away at the bottom

just like Manic Miner. As the game is set at Christmas there are plentiful supplies of turkey and mince.

I liked this game a lot. The graphics are great — and the title screen's got a wonderful picture of the snowman to look at while the game loads. It's very playful, although I often found control quite difficult. The character has to be perfectly centred in the columns before he can move.

If, like me, you're one of those who can't stop singing "We're walking in the air..." the theme tune from the film, day after day, then you'll love this.

The Snowman is produced by Quicksilver and runs on a 48k Spectrum. It costs £6.95.

● Getting started	9
● Graphics	3
● Value	9
● Playability	8

LEAP THAT LADDER AS LENNY!

LEGGIT

The simple ideas are always the best ones. So goes that old Chinese proverb. And imagine has come to that idea with Leggit! For although the idea and the program are very simple, it's deceptively difficult to play.

As 'Leaping Lenny', you are placed at the bottom of the screen. Above you are eight thin horizontal lines which go up the screen like a wide ladder. Small gaps of about an inch in length travel apparently at random along the lines. When one appears over your head, you press the Jump key to rise up a rung. Apart from this key, your only controls are left and right.

The problem arises from the fact that once you're away from ground level the gaps appear not just above you but also on the

line on which you happen to be standing. If you see a gap coming towards you, then you can move left or right to avoid it. When you go off the side of the screen, you'll reappear on the other but the gap will not.

The other infuriating point is that when you lose a life (by missing the gap and hitting your head, or by falling down to the bottom level from wherever you happen to be), you are stunned for about five seconds. During this time, while the stars rotate around your head, you are unable to move.

You can often fall down by three or four levels as a consequence of losing a life, and this is especially annoying as there is no skill involved. You may be lucky and fall down only one or you may be unlucky and end up at the bottom.

On the original Spectrum version of this game (called Jumping Jack!) there was a poem which unfolded itself a line at a time after you reached the top on each of the 20 possible screens. Imagine seems to have had its poetic licence confiscated in this version though, as the poem doesn't appear. I don't ask me how long it took to find out!

The other rewards for completing a screen are still there, though. After each screen a nasty appears which travels between the lines. These are deadly and will cost you a life if you hit one. A new nasty appears after each screen, making it pretty difficult to get to the top as the game progresses.

They say that a game is judged by how often you come back to it. I couldn't leave this one alone. I spent most of an afternoon trying to get to the top on the first level. The graphics are adequate and it's pretty addictive, although I must admit that a little of its addictive quality was lost after I'd finished the first screen.

The Dragon's got the right keyboard on which to relieve

your frustration when you get knocked down by live leviathans! Remember, on a Spectrum no one can hear you type!

Leggit runs on a Dragon 32. It's available from Imagina Software and costs £5.50.

● Graphics	5
● Getting Started	9
● Playability	9
● Value	9

GLITTERING GAME FOR THE BEEB

DIAMOND MINE

Diamond Mine is a little gem of a game for the BBC B. You are in control of a mining operation out to dig up diamonds from the depths of a big infested labyrinth.

Once you begin loading the game, a painless operation, you'll be presented with an informative instruction page which comes up as the main part of the game is still loading. Then it's on to the game and you get a screen full of maze, full of nasty creepy crawlies and these very precious diamonds.

At the top of the screen is your pipe-laying machine — and you have to guide this pipe to the nooks and crannies where the diamonds are. The pipe sucks up the gems and deposits them in a store at the top of the screen so you can see just how rich you are getting.

The graphics are pretty and the game action quite addictive, although you'll have to spend some time mastering the four control keys before you get really used to controlling the pipe.

If your pipe hits any of the mine walls or if a big bump into it, it will shoot back to the top of the screen and you'll have to start your search for diamonds all over again.

There are several different screens to defeat, and the game features a hi-score read-out which enables you to enjoy competitions with your friends.

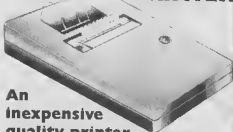
Diamond Mine is a game of timing and strategy and will keep maze game fans happy for hours. It comes from MAM Software Ltd. Grimsby and will set you back £4.95 — a really fair price for this nice non-violent game.

● Getting started	5
● Graphics	7
● Value	8
● Playability	7

Spectrum

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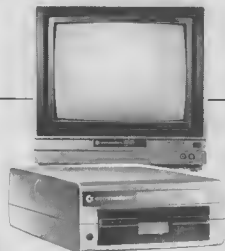
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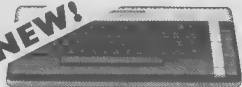
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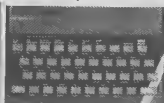
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The BBC Micro: A 1st report
guide

Commodore 64 Computing
The Day 1 and how to get the
most from it

The 1001st in a series to get you
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21 Games for the BBC Micro

Chaos 1000: A 1st report

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We're always looking for new and exciting competition ideas — and this time we think we're on to a winner! All we want you to do is pick up your telephone, dial the C&VG hotline number and listen.

We've taped the sounds of six top CBS ColecoVision games — all you have to do is Name that Tune! Below you'll find some clues to help you, but beware, the clues are not necessarily in the same order as the tunes on our hotline tape machine! Remember, the entry on your coupon must name the games in the same order as they appear on the tape.

The number to dial is 01-278-3881 — but remember there is bound to be a rush to the telephones so don't panic if you can't get through at first. We're holding the competition open until April 16th, so you've got plenty of time to call in and listen to the tunes.

THE CLUES

1. You won't sneeze at this game!
2. These aliens will really make you angry!
3. Don't monkey around with this character.
4. All the fun of the fair?
5. Tom and Jerry would enjoy this game.
6. Where are you all coming from? Words from a well known tune?

Once you've worked out the clues and placed a name to the tunes, just fill in our hotline competition coupon and send it to Computer and Video Games Hotline Competition, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

Don't call us with your answers — we won't be able to deal with your contest entries over the phone. We can only accept entries on the special hotline coupon.

So what will you win? The first 25 Coleco owners out of the C&VG memory bin with correct answers to our hotline quiz will receive one of Coleco's latest cartridges for their home video system. But don't feel left out if you are an Atari VCS owner — as you know, Coleco also makes games cartridges for your machine, and we've got 25 brand new games for you too.

The phone lines will open at 10 a.m. on March 16 and stay open 24 hours a day until 5.30 pm on April 16th. Closing date for entries is May 16th — so your completed coupon must reach the C&VG office on or before that date.

HOTLINE COUPON

To: Computer and Video Games Hotline Competition,
Durrant House, 8 Herbal Hill, London EC1R 5EJ

NAME THE GAME

1		4	
2		5	
3		6	

Name _____

Address _____

Tick box for system you own. ColecoVision ☐

Atari VCS ☐



Check out the map carefully and plan your route. Make sure you take the shortest route — otherwise you won't be able to escape before the planet explodes!

THE PLANET PROTECTORS ARE THE PROBLEM!



The opening screen shows the Chasm map.



Blast these Planet Protectors!



Another chasm, and yet more Protectors. Use your shields wisely.



The final chasm. Lay your bomb and get out quick!

Welcome back to the wonderful world of video games. I'm Professor Videe — Computer and Video Games' very own lecturer in the art of winning and mastering alien bashing! This issue, I'm taking a look at a game for that wonderful box of tricks the Vectrex. The game is called Cosmic Chasm and must be one of the best games for the home video system that comes complete with its own screen and a nice line in vector graphics.

Cosmic Chasm is a game of strategy and skill. The aim is to pilot a space craft to the centre of an enemy planet, plant a bomb and escape. Sounds easy — but believe me it takes some doing!

To reach the centre of the planet, your ship has to pass through a number of caverns within the planet, each defended by Planet Protectors and force fields.

The game starts when you see a map of the different routes you can take through the planet to reach the central cavern. You must pick the quickest route and manoeuvre it before you enter the first cavern — where the Planet Protectors wait. As soon as you enter the cavern, these little craft swim towards you.

You are armed with twin laser blasters and a defence shield. Use your lasers to shoot the Planet Protectors, but if they get too close, press the shield button on your Vectrex controller.

You can't shoot while your

shield is up, but the Planet Protectors will bounce off it, giving you time to drop your shield and blast them. With some practice, you can become skilful at bouncing and shooting. A very satisfying pastime! Don't take too long over defeating the Protectors — the core of each cavern is gradually expanding and will make manoeuvring a real problem. Once the Protectors are out of the way, move to the exit from the cavern that will take you onto the next on your planned route.

Don't take the wrong one otherwise you'll be lost in a maze of corridors and caverns! Each exit is protected by a force field.

This is where your ship's drill attachment comes in. And you thought it was for some do-it-

yourself in special carefully manoeuvre your ship up to the force field with your drill running and here a hole through it. Once you've successfully done this, you'll be moved automatically to the next cavern — where yet more Protectors wait!

Repeat the process in all the caverns until you reach the central core. Here the Protectors move more quickly, so you'll have to be on your toes otherwise you'll soon find yourself back at the start of Mission One!

So, you've managed to wipe out the central core's Protectors have you? Well now comes the difficult part! Move as close to the core as you can, line yourself up with the exit you intend to use, and then plant the bomb.

As soon as the bomb is

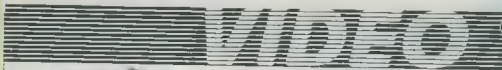
planted, the 15 second countdown begins so if you take a wrong turn on your way out you are done for. You'll end up fighting Protectors instead of making for the exit and be wiped out in the blast! Just go on the way you came in — hopefully you can remember it — and everything will be OK! That is unless the cores in the caverns you have cleared of Protectors have expanded enough to make manoeuvring difficult enough to hold you up beyond that 15-second time limit.

If you manage to escape the doomed planet before the blast, you'll move on to the next mission — with a longer and more tortuous route to the central cavern to deal with.

Cosmic Chasm is one of my favourite Vectrex games. I hope these hints will help you get the most out of it! More hints next time. See you in May!

Blast the alien planet Protectors quickly! They'll swarm around you — so make sure you've got a spare laser for the shield jump when you can't repel all batters!





FANTASY JOURNEY INTO DEEP SPACE

Space, the final frontier — well you all know how that famous quotation continues. Now you can take a trip to the stars in one of Nesa's billion pound creations, the Space Shuttle, thanks to those video-game innovators Activision.

The Atari VCS is the key to this journey into space. The idea is quite simple. You have to pilot your Space Shuttle on a mission to rendezvous with a crippled satellite and then make it safely back to earth and a landing at Edwards Airforce base.

But when you come to play the game things get a little more difficult! When I tell you that the game comes complete with a 32-page flight manual, you'll perhaps get some idea what I mean. This is definitely not a game for the Zep! Boom! Pizzang! brigade. The nearest thing to it are those flight simulator programs for home micros.

The package also comes with an overlay for your Atari's several switches. This turns the console into a simulated instrument panel for your "shuttle".

You can play the game in one of three ways. Game one is de-

scribed as an "autosimulator". What this means is that you can forget about the console controls and concentrate on your joystick manoeuvres — at the same time learning about the game.

Flight two is an actual simulator-style challenge which is just like a real flight — except that you never use any fuel and most mission abort reports are overridden by your "onboard computers".

Flight, or rather game, three is an actual unassisted Space Shuttle flight. What this means is that you're on your own when it comes to making all the important decisions!

After several "training" flights you'll be ready to take on a full flight. You have to dock as many times as you can with the satellite — this gets more difficult after each successful docking manoeuvre.

If you manage to make it back to earth and land you'll get a flight ranking. You could become anything from a simple Payload Specialist to a fully fledged shuttle Commander.

And, as with all Activision

GET SOME SLICK ACTION!

Bong! Bong! *Eri & I And Q*bert bites the dust

Yes, he's back again and this time to hunt the Philips G7000, together with his pals Coily, Wrongway and the Balls.

With three different coloured balls and Slick, the colour-changer, in hot pursuit, Q*bert has to keep his wits about him as he hops round the pyramid changing the coloured squares by jumping on them. Coily and Wrongway are the ones to watch — they're out for Q*bert's blood. Luckily for Q*bert, there are two escape discs he can use when in one straits. If he jumps on to these at an opportune moment, Coily will leap after him straight into the void.

Slick, who's just plain obstructive, makes life harder for the long-suffering Q*bert as, every time he jumps on a square, it changes colour and Q*bert has to keep backtracking to change them back again.

As you get further into the game, Q*bert will have to jump on each square twice to go through two colour changes in one level.

Unfortunately the graphics capabilities on the G7000 portray Q*bert and his pals in block graphics — rather like little Lapoccebuties. There are no rounded edges and he loses that rather cute look he has when portrayed on machines like the Atari VCS.

However, the game has been faithfully reproduced from the

original arcade version and it's one of the better arcade-style games I've seen on the G7000.

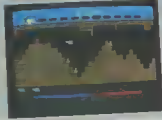
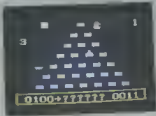
It's a shame more game manufacturers don't make decent cartridges for this machine!

Licensed by Parker Brothers for the Philips G7000, Q*bert is available at around £30.00.

THE VERDICT

If you like cute games, then this one is for you. However, if you have an itchy trigger finger, then I'd go for something with a bit more action.

- Action ▲▲▲
- Graphics ▲▲▲
- Addition ▲▲▲
- Theme ▲▲▲





games, you can send off for your special Space Shuttle pilot wings if you manage to dock six times with the satellite during one flight and get that coveted Commander ranking!

Each part of the flight, launch, docking and return to earth is a complex game in itself and will keep you entertained for hours — if you are prepared to take time to learn the game that's As I've already said, Activision's Space Shuttle is not a regular video game shoot out.

There's just not enough space here to go into the game in full, suffice it to say that this reviewer enjoyed attempting to play it immensely.

How authentic is the game? Well, the booklet features a brief article by the author Steve Kitchen who is pictured sitting in a NASA Shuttle simulator. He says that he got a last hand look at how the Shuttle works and that his cartridge is as close to the real thing as is possible. But does it ever lose any satellites completely, I wonder?

THE VERDICT

The best "serious" game for the VCS around. It will take some time to master — but it's well worth it!

- Action ▲▲▲▲
- Graphics ▲▲▲▲
- Addition ▲▲▲▲
- Theme ▲▲▲▲

LOOPING THE LOOP!

If ever you had cause to question the impartiality of Joystick Jury, it may be now, so I will openly declare my interest.

I love this type of game up before the jury — Looping for ColecoVision. It is the type of game where you have to shoot, move and manoeuvre your craft around obstacles and through narrow gaps.

The immense popularity of the scrolling shoot-'em-up originated with the arcade game Scramble.

Looping takes the basic fun element of Scramble a stage further. You control a tiny craft

which you have to manoeuvre through a cavernous network of blue pipes. To open up the gate to the pipe network you must first blast the ground-to-air rocket sitting on the launch pad.

In order to get a clear shot you will have to loop the loop to dodge the balloons floating up towards you from the city below.

What's more, your ship is relatively small, making the pipe network seem like a vast maze.

I really enjoyed playing Looping — despite the fact I did not penetrate very deeply into its blue tree of paths.

My only gripe is, as usual, not with the piece of Coleco software but with those damned joy sticks — which are at their worst in games like Looping where careful manoeuvring is required.

The good news is that Coleco have now developed a new super joystick which will be in the shops this summer at around the £20 mark.

THE VERDICT

Additive fun for you Coleco. If you've already got Donkey Kong Junior and O'Bert, this is a worth considering at £29.95.

- Action ▲▲▲▲
- Graphics ▲▲▲▲
- Addition ▲▲▲▲
- Theme ▲▲▲▲

NOT SO SUPER CHOPPER!

As an avid Scramble fan, I was looking forward to plugging Super Cobra into Parker Brothers into my Atari VCS. But be warned — this chopper is definitely not Blue Thunder!

Super Cobra follows the standard Scramble format. You fly your helicopter over an ever-changing landscape, through caverns and over skyscraper cities, meanwhile rockets blast off from the ground to shoot you out of the skies, guns on the ground fire at you and, on some screens, flying Irrebellis and deadly airborne mines add to the hazards.

The Parker version of this now famous game includes eleven screens and in the eleventh you have to swoop down on the

target of your flight — the treasure!

At the top of the screen you'll see a level/mileage indicator which tells you how far you are in the Cobra system. As in Scramble, you blast fuel dumps to keep your craft in the air.

Points are scored by hitting various targets along the way and you get 900 points for every stage — or 1,000 miles — that you manage to complete. You get a 5,000 point bonus if you pick up the treasure.

The game can be played in three modes, slow, medium and fast and you can start a new game where you finished a pre-ceding one by quickly pressing your joystick fire button after you've lost your last chopper. You can also freeze the action by pressing the TV type switch to the B/W setting.

Unfortunately, the graphics are really not that great and the sound effects not that exciting.

Having said that, you do need to have pretty quick reactions — even on the first fairly easy stage — to keep your Super Cobra away from the jagged cavern walls, and perhaps with the "continued" feature, which means you don't have to go back to level one when you've lost your last chopper in level 10, you might not get too bored too quickly. However, you'll probably find a better game for the asking price of £29.95.

THE VERDICT

Not the most original game in the world.

- Action ▲▲▲▲
- Graphics ▲▲▲▲
- Addition ▲▲▲▲
- Theme ▲▲▲▲

RACE ACES REV UP!

Atari's Pole Position must be one of my all time favourite arcade games — and now this ace racing game has been recreated on the Vectrex machine.

Although the Vector graphics can't reproduce the fine detail of the original, this Vectrex cartridge has a good try. The massive Mount Fuji looms large over the race track as you attempt to

qualify for a place in the Vectrex Grand Prix. Your Formula One race car looks good and there's a nice 3D-style effect when you turn corners in pursuit of the other racers.

The Vectrex version even mimics the signposts at the side of the track which were an attractive feature of the original.

Game action is fast and the controls are quite simple. You use the joystick to guide your car and two buttons on the controller are used to change gear — essential for a quick time around the track. Two more buttons put the power down!

The screen score read-outs are identical to the original arcade version. You are told what gear you are in, what your score is, how much time you have left to qualify or race, your speed and elapsed time.

You get 120 seconds to complete your qualifying lap. But be warned, you need to get a really fast time to qualify for the Vectrex Grand Prix proper. If you qualify, you get ninety seconds to complete the first race lap and if you manage this you'll get 80 seconds to complete the second, third and fourth laps.

Game play continues until you fail to complete a lap in the time allowed or when you have completed all four race laps. If you manage to finish the race, you'll earn a 200 point bonus for each second remaining on the count down clock.

There is a high score feature included in the game — so although Pole Position is a one player game, you'll be able to challenge your friends!

I'm not sure if Pole Position is as good as the other Vectrex racing game already available, Hyper Chase, but if you like racing games — and Pole Position in particular — you won't be disappointed with this new Vectrex offering. Pole Position is available now and will set you back £29.95.

THE VERDICT

A great game for motor racing fans. But we don't think it's quite as good as Vectrex's own Hyperchase.

- Action ▲▲▲▲
- Graphics ▲▲▲▲
- Addition ▲▲▲▲
- Theme ▲▲▲▲

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micro music

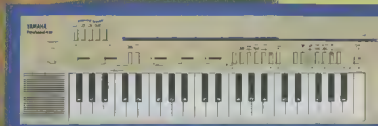
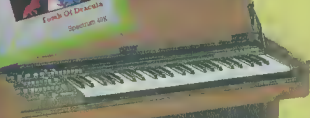
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Vince will take time out to turn a willing ear to your micro music compositions and will be picking out the winning tunes.

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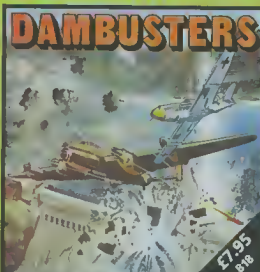
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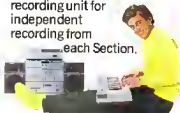
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RUNS ON A COMMODORE

BY ROBERT SCHIFREEN

If you've never tried making music on your 64 then now's the chance to give it a whirl.

This listing will allow you to use the top row

of the keyboard to produce notes. The whole of the top row is used, starting at the left arrow which gives a B. The number 1 will produce a C, and the

scale continues up the keys.

The duration of the note is set in a FOR/NEXT loop which turns it on when you press a key and turns it off

after a set time. The time is set in line 55 to a value of 70, but you can change this if you wish to alter the sound. A smaller value will make a shorter, worbling sound.

```

1000
1010
1020
1030
1040
1050
1060
1070
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1110
1120
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your way to saunding just like your favorite pap groep! Don't believe us? Well find out by trying to win it!

The CN-1000 has stereo sound, 24 different instrument "voices" and an amazing Sterea Symphonic feature.

The CN-1000 also has a live rhythm section! Yes, the drum sounds were all actually recorded in a studio before being crammed into this "state of the art" Yamaha keyboard. In fact the CN-1000 has so many features there's just not enough space here to tell you all about them. Seffice it to sny that all the C&VG staff want one!

Second prize is oqeally exciting — it's a Yamaha Portasound PC-100 keyboard — which again features the new Yamaha Playcard system. These ingenioesly designed Playcards are used to program the PC-100. Stored on each magnetic strip of the Playcard is an entire music score, including melody, rhythm and accompaniment. The Playcard system gives this advanced keyboard an electric brain — which means that anyone can enjoy playing this great portable keyboard even if you've never played a nate beforo! If you are an experienced player, yae'll still enjoy playing deets

along with the programmed tunes. And of course yoe can always use it as a normal hoyboard!

Third prize in our musical extravaganza is the Yamaha PortaSound MP-1, a compact keyboard which comes complete with a built-in music printer which prints out complete mesikal scores! This little gem has 10 instrument "voices" and 10 rhythms with a tempo control — you can also play duets with yaurself!

All this and mare! 20 runners-up will receive one of K-Tel's new Ooebeslider topes called it's Only Rock and Roll — very seiffable for all yoe woeld-be rock stars out there. In it yoe have to steer your group ta stardam, avolding craohed managers and making hit re-cards. On the B-side of this tape is another Adventure-style graphical game called Oracula's Tamb — geared to send shivers dawn yaeer spine! We'll also be throwing in some C&VG "The Champ" t-shirts for good measure and we might just be able to persuade Vince Clarke to give away some of his latest records performed by his new group *The Assembly*.

As we've already said, all we want yau ta do is ese the music program which is suitable for yoeer micro.

RUNS ON A VIC

BY ROBERT SCHIFFRIN

This program makes use of just one of the Vic's sound channels.

It allows you to play a tune using the tap row of the keyboard. All the keys on the tap row may be used.

The first key (left arrow) has a tone of C and the following notes

go up in steps of a whole tone. There is no facility for producing semitones in this version.

The duration of the note is shown on the screen, and can be moved up and down by pressing the Z and X keys.

```

10 GOSUB 7000
11 GOSUB 1000
12 GOTO 3040
13 IF K<9 OR K<55 AND K<63 THEN 20
14 GOTO 3000
15 POKE 36878,15
16 POKE 36876,N(X)
17 FOR D=1 TO NL NEXT
18 POKE 36878,0
19 GOTO 15
2000 REM READ NOTES
2100 DIM N:62
2200 FOR K=0 TO 9
2300 READ N(X)
2400 NEXT
2500 FOR K=55 TO 62
2600 READ N(X)
2700 NEXT
2800 DATA 147,163,109,195,207,215,229,228
2900
3000 DATA 159,175,191,201,209,219,225
3100 FPIN CHR# 147.
3200 RETURN
    
```

```

3300 REM TESTS
3400 IF N=15 THEN POKE 36879,0 POKE 158,0
3500 PRINT "END"
3600 IF N=33 AND NL=0 THEN NL=NL-10
3700 IF N=26 THEN NL=NL+10
3800 PRINT "L"
3900 PRINT
4000 PRINT "RETURN - QUIT"
4100 PRINT
4200 PRINT "Z - ALTER NOTE"
4300 PRINT "X - NOTE LENGTH"
4400 PRINT "NOTE LENGTH"
4500 PRINT
4600 PRINT "PRESS TOP ROW TO PLAY"
4700 FOR D=1 TO 158 NEXT
4800 GOTO 15
4900 REM INSTRUCTIONS
5000 PRINT "L"
5100 PRINT "VIC SYNTH"
5200 PRINT
5300 PRINT "THIS PROGRAM ALLOWS"
5400 PRINT "YOU TO PLAY VOICE"
5500 PRINT "KEYBOARD LIKE AN"
5600 PRINT "ORGAN."
5700 PRINT
5800 PRINT "USE ALL THE KEYS ON"
5900 PRINT "THE TOP ROW."
6000 PRINT
6100 PRINT "IS A C"
6200 PRINT
6300 PRINT "PRESS RETURN TO QUIT."
6400 PRINT
6500 PRINT "THE LENGTH OF THE"
6600 PRINT "NOTE IS ALTERED BY"
6700 PRINT "PRESSING 'Z' AND 'X'."
6800 PRINT
6900 PRINT "PRESS AN 'X'"
7000 IF PEEK(197)=64 THEN B996
7100 RETURN
    
```

PEAK-V.

RUNS ON AN ATARI

BY JUSTIN WHITTAKER

This program will turn your Atari home computer into a simple digital synthesiser. This is achieved by using a feature of the in-built "POKEY" sound chip which allows us to move a loud speaker from fully-out to fully-in — sixteen positions in all.

A machine code subroutine attached to a Basic program will move the television speaker at a fast enough rate to produce a waveform which is audible to the human ear as sound.

A sound is simply a

movement of air which strikes the eardrum. Different sounds are distinguished from each other by the shape of the airwave. The program will allow you to define the shape of a waveform, which you then play on the keyboard of your computer. Tunes can be played once you get the hang of the layout, which is the same as a piano keyboard.

Playing every note down the keyboard, including black notes, would be, starting from middle C:

—, P, O, Q, I, 8, U, Y, 6, T, S, R, E, 3, W, 2, Q, I, 7, 4, L, [M, J, N, H, B, G, V, C, D, X, S, Z.

Note that any key not on this list will produce no sound.

Before you run the program, I suggest that you save it, just in case you have wrongly typed in the DATA statements, which will cause the computer to lock up.

When you run the program you will be asked if you want to play the old waveform, i.e. the last one you typed in. Obviously, the first time you use the program there will not be a waveform typed in, so reply "NO".

Now you will be prompted to type in 30 numbers which

constitute the waveform. I've included a few sample numbers below. When designing new sounds, it is a good idea to use graph paper, so you can see the shape of it.

After typing the 30 numbers, (whole numbers between zero and fifteen) you will be asked if you want distartian added. Type "YES" or "NO".

Without distartian you will play musical notes, but with distartian you can make sound effects such as tractors, aeroplanes, etc.

To exit the program press "SYSTEM RESET", and re-run the

Spectrophane allows you to play tunes 'live' on your Spectrum. You can record the tune by linking the output from the computer's ear socket to the mike of the tape recorder. Alternatively, hold a microphone close to the machine.

When you type RUN, the instructions will be displayed. The tap raw

of keys are the actual notes, starting from C. Originally the bottom note is middle C, but the whole row can be shifted up or down by one octave (seven notes) by pressing the C and V keys. The current octave chosen will be on the screen, where 0 is the starting position. Positive numbers are higher

octaves and negative numbers are lower ones.

The duration of the note is also printed on the screen during use. It starts off at 0.1 seconds. Pressing the Z and X keys will halve or double the current duration.

Press Q to quit the program, which will also restore the POKES to their original values.

These are used by the program to speed up the keyboard repeat. This means you can obtain a nice warbling note by setting dur. to 0.0125 and act. to 2.

Maximum and minimum values (before the program crashes!) for duration are between .00078125 and 6.4, and for octave between -4 and 4.

```

10 REM MUSIC
20 REM c and v9 April 840
22 GO SUB 5000
30 REM
31 POKE 23561,3
32 POKE 23562,1
33 LET o=0
34 LET sf=1
35 DIM n(10)
37 LET d=.1
40 FOR x=1 TO 10
50 READ n(x)
60 NEXT x
65 GO TO 1010
70 DATA 16,0,2,4,5,7,9,11,12,1
4
80 PAUSE 0 LET as=INKEY$
82 IF as<"0" OR as>"9" THEN GO
TO 1000
85 LET a=CODE as-47
90 BEEP d,n(a)+o+sf-1
92 LET sf=1
95 POKE 23592,20
100 GO TO 80
200 STOP
1020 IF as="z" THEN LET d=d/2
1005 IF as="q" THEN POKE 23561,3
5 POKE 23562,5 STOP
1010 IF as="x" THEN LET d=d+d
1012 IF as="c" THEN LET o=o-12
1013 IF as="v" THEN LET o=o+12
1014 IF as="s" THEN LET sf=2
1016 IF as="f" THEN LET sf=0
1018 PRINT AT 10,10,"

```

```

1020 PRINT AT 10,10,"dur= ",d
1025 PRINT AT 8,10,"
1030 PRINT AT 8,10,"oct= ",INT
0/12:
2000 GO TO 80
5000 REM instr
5010 PRINT "
MUSIC PROG
5020 PRINT "
5025 PRINT "
5030 PRINT "This program enables
you to play
5040 PRINT "simple tunes. The le
ngth of
5050 PRINT "the note is variable
as
5060 PRINT "the octave."
5215 PRINT "
5260 PRINT "2 - halve duration"
5270 PRINT "x - double it"
5280 PRINT "c - down 1 octave"
5290 PRINT "v - up 1 octave"
5300 PRINT "q - quit program"
5310 PRINT "s - sharpen next not
es"
5320 PRINT "f - flatten next not
es"
5400 PRINT "
5500 PRINT "top row of keys is t
he notes"
5510 PRINT "starting at C"
5600 PRINT "
6000 PRINT "
start" PAUSE 0. CLS RETURN
7000 RETURN

```

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(Please attach this form to your entry)

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Micro you own

Title of your tune

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Closing date for entries is May 16th - so you've got two whole months to compose your winning tune.

So get cracking. Vince is sitting around waiting for ideas for his next hit - maybe you could write it!

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the Yamaha PC100 for yourself. If you've never thought you could play, you've never thought of the playcard.

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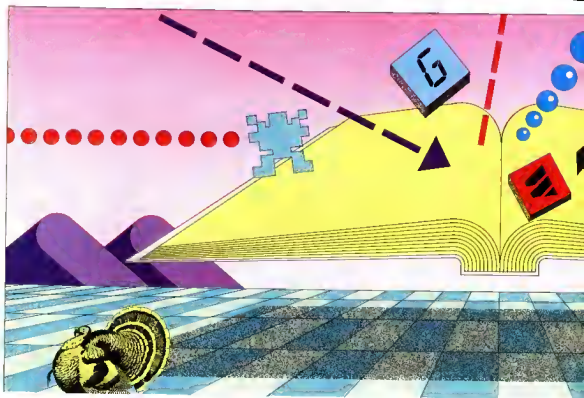


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COMMODORE



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All versions of 'The Hobbit' are identical with regard to the adventure program. Due to memory limitations, BBC cassette version does not include graphics.

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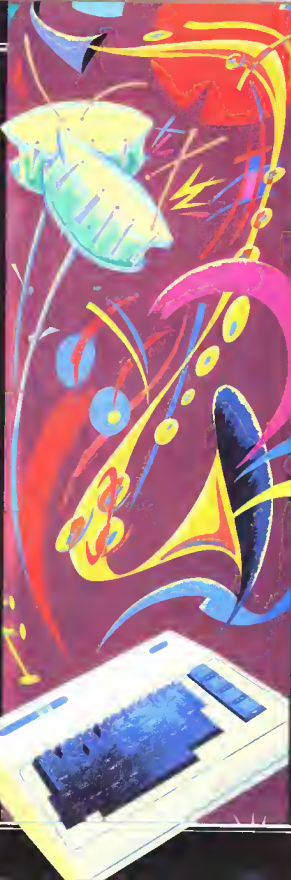
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H O U S E

SOUND AND VISION



Try to imagine a disco without a light show. You can't can you! How about a Pink Floyd concert without all the lasers and other visuals. Totally impossible! Well for all these years you've been sitting at home playing your records or tapes and probably staring vacantly at the wallpaper or the latest pop pin-up posters from Smash Hits. You can change that immediately by simply programming in your very own Sound to Graphics program. Colin Holgate, graphics expert with the band called Mainframe, has come up with some programs which will transform the way you listen to your record collection.

In order to create some graphics that respond to any music, rather than graphics synchronised to just one song, a process similar to normal sound to light methods you see in action at your local disco has to be adapted for your micro.

Usually sound is fed into a box of tricks, its frequency worked out and something pretty happens.

With a computer, the sound is fed into the cassette input, the software works out a value related to the input frequency which can then be used as a variable in a graphics routine.

In the programs on the following pages, the values taken from the cassette input control create kaleidoscopic patterns or a "spectrum analyser" graph-like effect.

Machine code must be used in order to read the sound input fast enough to reach an accurate pitch-related value. On many current home computers, the incoming sound has the effect of setting — or not setting — a single bit in a particular byte or set of bytes, depending on whether the signal is above or below a certain level.

For example, bit 7 of location C060 (49248 decimal) in the Apple II is set to 1 if the input is high. Likewise bit 6 of location 7FFE (32766 decimal) in the Spectrum works the same way. A sine wave signal coming into the computer will appear as a sequence of ones and zeros.

By timing how long it takes for one incoming signal to change from one state to the other, we can get an idea of its frequency. The timing value could control colour, position or length of a drawn line in your graphics routine — or whatever you wish.

For BBC or Electron owners, things are a little different when it comes to the cassette input. Both these micros have dedicated chips that present the computer with complete bytes when they read from the cassette. This makes working out the frequency tricky at best.

However, a limited effect can be achieved by simply seeing if there is a sound or not. The program for these computers printed here does something

along those lines. Even the angrier of the program isn't sure exactly how it works — so you'll just have to sit back and enjoy the effects!

Each of the programs require a sound source at the cassette input. This can easily be done, the only problem being that in most cases you won't be able to hear the music! But there are two ways around this.

Connect your computer to a head-phone output on your system that doesn't cut off sound from the amplifier. To do this, you will probably need a simple jack plug adaptor for your computer lead. These are available from all good hi-fi stores.

If your portable cassette player has a built-in microphone, connect it to the computer as usual, then place it near a speaker with the record/play/pause buttons pushed down. Please remember that connecting a speaker output to your computer is definitely NOT a good idea.

These programs will react to any outside sound source, not just music. Have fun playing around with them!

Since the BBC/Electron program was written, Basic 2 has appeared for the BBC B. With Basic 2, the expressions $M\% = ?FE04 + ?FE09$ has a different effect to the one intended. For safety, if you have a BBC B, change this part of line 240 to read $M\% = ?FE09$. Likewise change line 260 to read $N\% = ?FE09$ etc.

FOR THE APPLE II

0E8B-	34	0B	0F	0B	11	33	33	77	0F8B-	1C	85	07	A9	00	85	0A	A0
0E8B-	79	B9	DD	FF	22	44	44	88	0FC9-	00	71	04	D3	00	F2	20	E4
0E90-	AA	CC	EE	11	33	33	77	99	0FC9-	0E	84	08	20	E4	0F	84	0F
0E9B-	B8	DD	FF	22	44	44	88	A8	0FD0-	4C	E9	0F	AD	40	C0	27	00
0EAO-	CC	EE	11	33	00	00	00	00	0FD0-	B5	0A	A2	00	AD	60	C0	CB
0EAB-	00	00	00	00	00	00	00	00	0FE0-	F0	04	27	B0	C8	0A	F0	F4
0EAB-	00	00	00	00	00	00	00	00	0FE0-	60	A5	05	4A	4A	4A	C7	14
0EAB-	00	00	00	00	00	00	00	00	0FF0-	30	02	A7	00	85	0A	05	07
0EAB-	00	00	00	00	00	00	00	00	0FFB-	4A	4A	C9	14	30	02	A7	00
0ED0-	00	00	00	00	02	02	01	01	1000-	06	85	09	A0	00	A9	13	38
0ED0-	01	01	01	01	02	02	02	02	1008-	E3	06	91	06	A9	13	18	65
0ED0-	03	03	03	03	04	04	04	04	1010-	0E	C8	91	06	A9	13	38	E3
0EDB-	06	06	06	06	06	06	06	06	1018-	07	C8	91	06	A9	13	18	65
0EE0-	06	06	06	06	A2	00	AD	60	1020-	09	C8	91	06	A5	06	F0	0E
0EEB-	00	85	02	C8	F0	18	AD	60	1028-	EA	CA	C6	F9	B1	F9	CA	00
0EF0-	C0	45	02	10	F4	A2	00	A0	1030-	4A	4A	4A	4A	F0	F2	20	44
0EFB-	A0	C0	B5	02	EB	F0	07	AD	1038-	F8	20	63	10	A5	06	18	69
0F00-	60	C0	45	02	10	F4	BA	60	1040-	00	85	06	A9	00	20	44	F8
0F0B-	20	58	FC	2C	56	00	2C	52	1048-	20	63	10	A5	06	38	E9	AC
0F10-	00	2C	50	09	20	D1	10	AD	1050-	85	06	2C	00	C0	30	06	2C
0F1B-	83	0E	85	FD	2C	00	C0	10	1058-	10	00	4C	C6	0F	2C	10	C0
0F20-	1A	2C	10	C0	A2	1F	A9	00	1060-	44	10	0F	00	00	B1	06	85
0F2B-	9D	A4	0E	CA	10	FA	CA	EA	1068-	0A	0A	02	B1	06	A4	0A	18
0F30-	EA	EA	CA	EA	4C	B0	0F	20	1070-	67	04	20	B0	F8	A0	03	B1
0F3B-	C4	0E	F0	3C	4A	4A	4A	AA	1078-	06	A4	0A	18	67	A4	48	20
0F40-	85	FE	A9	1F	38	E5	FE	18	1080-	00	F8	A0	01	B1	06	A9	68
0F4B-	69	04	85	FE	BD	B4	0F	85	1088-	20	08	F8	B4	0A	0A	02	B1
0F50-	30	BD	C4	0E	85	FC	BD	A4	1090-	06	A4	0A	18	67	A4	48	20
0F5B-	0E	C9	30	F0	18	FE	A4	0C	1098-	00	F8	68	30	E9	04	05	0A
0F60-	85	FF	A9	2F	38	E5	FF	A4	10A0-	A0	00	B1	06	A4	0A	18	67
0F6B-	FE	20	00	F8	C6	FC	F0	00	10AB-	04	20	00	F8	A0	01	B1	06
0F70-	A0	00	8B	00	FD	4C	56	0F	10B0-	A4	0A	18	67	A4	48	20	00
0F7B-	C6	FD	00	A0	A9	00	55	30	10B8-	F0	0A	03	B1	06	A8	68	20
0F80-	A2	00	A0	23	BD	A4	0E	F0	10C0-	00	F8	B4	0A	0A	00	B1	06
0F8B-	00	0F	A4	0E	85	FF	A9	30	10CB-	A4	0A	18	67	A4	20	00	F8
0F90-	38	E5	FF	20	00	F8	9B	CB	10D0-	00	A9	04	85	07	A9	00	85
0F9B-	E0	20	00	EB	AD	E5	0F	85	10D8-	06	A0	00	A9	07	01	05	CB
0FA0-	FD	4C	1D	0F	2C	52	C0	2C	10E0-	00	FB	E5	07	A5	07	C9	0E
0FAB-	30	C0	2C	54	C0	2C	54	C0	10EB-	00	F1	60	00	00	00	00	00
0FB0-	A7	FF	05	FA	20	D1	10	A9									

FOR THE BBC & ELECTRON

```

10 MODE 1
20 PRINT
30 COLOUR 2
40 PRINT "Sound to Graphics program."
50 PRINT
60 PRINT "For BBC Model B and Acorn Electron."
70 PRINT:PRINT
80 COLOUR 3
90 PRINT "This program requires any sound source":PRINT:PRINT "(preferably ud
sic) to be connected to":PRINT:PRINT "the cassette input on this computer."
100 PRINT:PRINT:COLOUR 1:PRINT "Adjust the volume until the input level":PRINT
:PRINT "is about the same as is required for ":PRINT:PRINT "loading programs."
110 COLOUR 3
120 PRINT:PRINT:PRINT "Adjustment of the volume control will":PRINT:PRINT "var
y the graphic's response."
130 PRINT:PRINT:PRINT "To exit the display press 'Escape'."
140 PRINT:PRINT:PRINT:PRINT "PRESS RETURN TO CONTINUE.":
150 A = BET
160 QNORROW MODE7:END
170 MODE 2
180 FOR L = 0 TO 15:VDU19,L,0,0,0,0:NEXT
190 FOR LZ = 0 TO 63:COLOUR 128+ABS(10-LZ MOD 20)+ABS(16-LZ DIV 20):PRINT:
1:NEXT
200 VDU23:B202:0:0:0
210 LZ = ?FE10:LZ = ?FE11
220 REPEAT
230 VDU19,LZ,0,0,0,0
240 PZ = 0:REPEAT PZ = PZ + 1:MZ = ?FE04 + ?FE09:UNTIL (PZ = 100) OR (NZ <
NZ)
250 IF PZ = 100 THEN FOR PZ = 0 TO 15:VDU19,PZ,0,0,0,0:NEXT:GOTO 240
260 NZ = ?FE04 + ?FE09:VDU19,LZ + NZ DIV 64,NZ MOD 64,0,0,0
270 LZ = (LZ + NZ)MOD 15
280 UNTIL FALSE

```

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CN64

```

10 LET A1=0 LET TOP=0 LET GU
AL=1 GO SUB 9000
20 IF A5="S" THEN PRINT PAPER
1 AT 18,Z+1," AT 19,Z+3," AT
20,Z+5," AT 21,Z+7," AT
1 AT 18,Z+1," THEN PRINT PAPER
20,Z+3," AT 19,Z+5," AT
1 AT 18,Z+1," AT 21,Z+7,"
20,Z+3," THEN PRINT AT 19,0,
23 INK 4, PAPER 1," AT 20,0,
INK 4," AT 21,0," AT 18,0,"
24 IF Z=21 THEN PRINT INK 4, P
PAPER 1," AT 18,23," AT 19
24 INK 4," AT 20,25,"
25 AT 21,26," INK 8, PAPER
25 PRINT AT 18,Z, PAPER 5, INK 0
1," PAPER 1," INK 0, "LON," PAPER
5, INK 0," AT 20,Z, PAPER
1," INK 0," AT 21,Z, "MO
1," PAPER 1," INK 0," AT 21,Z, "U
PAPER 5, INK 0," PAPER 5, INK 0,"
INK 1," K," PAPER 5, INK 0,"
RETURN

```

```

30 LET A$=INKE.$
31 LET Z=Z+(A$="S")-(A$="S")
32 IF Z<11+1005+8 AND POS<13 AND (Z
32+11+1005+8)+7 AND Z<11+1005
32+11+1005+8)+7 THEN GO TO 8000
33 BEEP .001,20
34 PRINT AT 3,7, INK 7, score
35 PRINT AT 3,7, INT (1250+PEE
36 IF L=0 AND (score=100 OR sc
ore=200 OR score=300 OR score=40
0) THEN BEEP 1,40 LET L=1 LET
score=1250+PEE 33673+PEE 33672/50
PRINT INK 0, PAPER 5, AT 1,28, I
NT (4-D1)," INT (114-D1)-INT
(4-D1)+100)+3,5, LET D1=D1+D
GO TO 7000
37 IF (score=50,100=INT (sc
ore/100)+100) THEN LET L=0
38 GO SUB 59
39 FOR S=1 TO SP NEXT S PRIN
T AT 3,26, INK 7,500-(SP+10),"
40 IF Z<6 OR Z=22 THEN LET SP=
SP+10

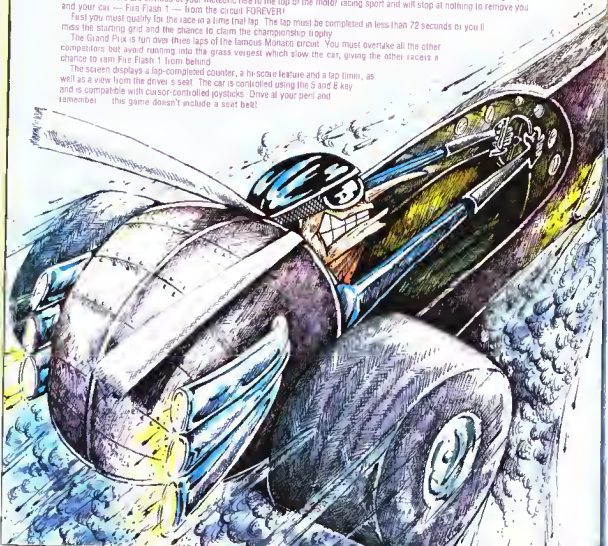
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The screen displays a lap-completed counter, a hi-score feature and a lap timer, as well as a view from the driver's seat. The car is controlled using the S and B key and is compatible with cursor-controlled joysticks. Drive at your peril and remember — this game doesn't include a seat belt!





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The game has been written in two parts so that it will fit into an expanded Vic 20. Each program should be typed in separately and then saved onto tape. The first program loads all the

If you find the game too difficult to start off, you can change the value of the variable ET from 1000 to a lower number. This will reward you a bonus tank earlier.

L - Tank location
P - Position
AS - Conveyor line
GS-MS - Mine print
ET - Value for extra tank
NT - Number of tanks left
M - Missile position
S - Score
HS - Hi-score
IS-IS - Conveyor vehicles

[illegible]

```

10 PRINT "1" POKE3689,255
30 HS=0 POKE36879,157 POKE650,128 POKE36878,15 MC=30720
40 IS="  %  " JS="  /  " KS="  +  " LF="  +  "
100 HT=3 S=0 L=8174 M=0 ET=0
110 FORI=768007897 POKEI/33 POKEI+MC,6 NEXT I FORI=38884038905. POKEI,0 NEXT I
115 POKE7556,32 POKE7877,32 POKE7878,32 POKE7879,32
120 AS=" "
121 PS=" "
122 CS=" " DS=CS ES=DS FS=ES GS=FS HS=GS
190 PRINT "2" S FORI=769907701 POKEI+MC,0 POKEI,34 NEXT I
200 GOSUB500 POKE36874,128 GOSUB600 IFNTC0THEN800
205 GOSUB500 POKE36874,130
210 X=INT(PND(1)*10)-2 IFX>1THEN200
215 IFP<0THEN230
220 IFPND(1)>.95THENP=L-389 PV=58 GOTO230
225 GOTO200
230 POKEP,33 POKEP+1,33 P=P-22+7 IFX<-1ANDPV<62THENPV=PV+1

```



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```

235 POKEP,PV POKE36875,PV*2+12 IFPV=62THENFOVEP+1,63
240 IFP<7724THENPOPEP,33 POPEP+1,33 P=0 PV=0 POKE36875,0
250 IFPV<60THEN4200
255 X=RND(1)*9 IFX<1THEN4200
260 PO=FEEK(P+22):FORI=255TO128STEP-1 POKE36876,I NEXT
270 FORI=P+22TOF+22+22STEP22 POKEI,PO FO=PEEK(I+22) POKEI+22,35:IFI>8119THEN280
275 FORJ=1TO10 NEXT NEXT
280 I=I+43:FORI=1TOI+2 IFPEEK(I)=34THENPOKEI+MC,2 POKE7702=NT,33 POKE7702+MC=NT,
6 NT=NT+1
281 POKE+1,33 NEXT I=I-3 FORJ=1TO30 NEXT
282 FORI=1TOI+2 POKEI,32 NEXT POKE36876,0 POKEI+MC,0
290 GOTO200
500 POKEI,32:GETY$: IFY$=""THEN520
501 IFY$=","OR Y$="." THEN510
502 GOTO520
510 X=ASC(Y$)-45+L:IFX<8186ANDX<8163THENL=X
520 POKEI,34
550 IFM=0THENML=L IFPEEK(197)<32THEN590
560 IFM>1THENX=ML-(22*M):POKEX,M0 POKEX+MC,C
570 M=M+1 X=ML-(22*M):C=PEEK(X+MC) M0=PEEK(X) POKEX+MC,2 POKEX,35 POKE36877,255-
M
575 IFM>35THENGOSUB700
580 IFM>18THEN POKE36877,0 M=0 POKEX,M0 POKEX+MC,C IFI>90THENFORI=1TO100:NEXT
590 RETURN
600 PRINT"#####A$#"
610 H$=G$ G$=F$ F$=E$ E$=D$ D$=C$ C$=B$ X=INT(RND(1)*10+1) B$=RIGHT$(B$, (22-X))+
LEFT$(B$,X)
620 A$=RIGHT$(A$,21)+LEFT$(A$,1)+LEFT$(A$,3)" THEN630
621 IFRIGHT$(A$,6)" THEN630
622 X$=" " X=RND(1)*5+1:GOSUB691,692,693,694,695,698
623 A$=LEFT$(A$,17)+X$
630 IFPEEK(L-22)<36THEN680
640 POKE36877,128 POKEI+MC,2
650 FORI=1TO900:NEXT
660 POKEI+MC,0 NT=NT+1 POKE36877,0 POKE7701=NT+MC,6 POKE7701=NT,33
680 PRINT$(C$,D$,E$,F$,G$,H$)
690 RETURN
691 X$=I$ RETURN
692 X$=I$ RETURN
693 X$=I$ RETURN
694 X$=I$ RETURN
695 RETURN
700 C=2 M=22 POKE36877,128 FORI=1TO400 NEXT
710 IFX>7987ORY<7965THEN730
720 I=Y-7967 IFI>2ANDI<19THENA$=LEFT$(A$,I-2)+" "+RIGHT$(A$,19-I)
721 I=(M-36)*10 ET=ET+1 S=S+I
725 IFET>1000THENET=0 NT=NT+1 POKE7702=NT,34:POKE7702+MC=NT,0 B$=" "+LEFT$(B$,21)
GOSUB800
730 IFM>36ANDS>0THENS=3 S
740 IFM<58THEN790
750 I=(65-M0)*10 POLEP,33 POKEP+1,33:POKEP+MC,6 POKEP+MC+1 6-P=0 ET=ET+1 S=S+1 M
=22 C=6
760 M0=33 POKE36875,0
790 PRINT"#####S RETURN
800 PRINT"GAME OVER YOU SCORED "S IF(S)HSTHENHS=S
810 PRINT"HIGH SCORE "HS FORI=1TO500 NEXT
820 PRINT"TYPE Y TO PLAY AGAIN OR R TO END"
825 IFPEEK(197)=10THEN830
832 IFPEEK(197)<11THEN825
830 PRINT"77" GOTO100
890 END
900 FORI=160TO487:IF0 FORI=1TO5 POKE36876,I NEXT NEXT POKE36876,0 RETURN

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10 LL=3
20 PRINT:PRINT"          Q.BERT"
30 PRINT" HOWE YOUR LITTLE Q.BERT AROUND THE SCREEN USING THE RIGHTHAND JOYSTIK
40 TO JUMP FROM BLOCK TO BLOCK."
40 PRINT" THIS SOUNDS EASY ENOUGH, BUT BE CAREFULL BECAUSE SID THE SHAVE IS ALW
45 AFTER YOU, YOU CANNOT JUMP OFF THE STACK OF CUBES AS YOU WILL DIE INSTANTLY
50 PRINT" 3 LIVES ARE GIVEN AT THE START OF THE GAME."
60 PRINT:PRINT" HIT ANY KEY TO START"
70 IO$=INKEY$:IF IO$=""THEN 70
90 HS=0
90 CS="H15;E15;F15;G15;D15;H15;U15;D15;F15;E15;U15;"
100 PLAY"125050940CDEF604GFEDCBA03ABCDEF1029FEDCBA01ABCDEF6016FEDCBA02BCDEF6036F
ED6040ABCDEF6050GFEDCBA"
110 LL=5
120 S=0
130 OS="R6;L12;U7;M12;D7;L6;L2;D8;U8;F4;D0;"
140 IF S<100 AND S<200 THEN PMODE 3:SCREEN 1,1:PCLS
150 IF S=100 THEN PMODE 3:SCREEN 1,0:PCLS
160 IF S=200 THEN PMODE 4:SCREEN 1,1:PCLS
170 B=50:G=128

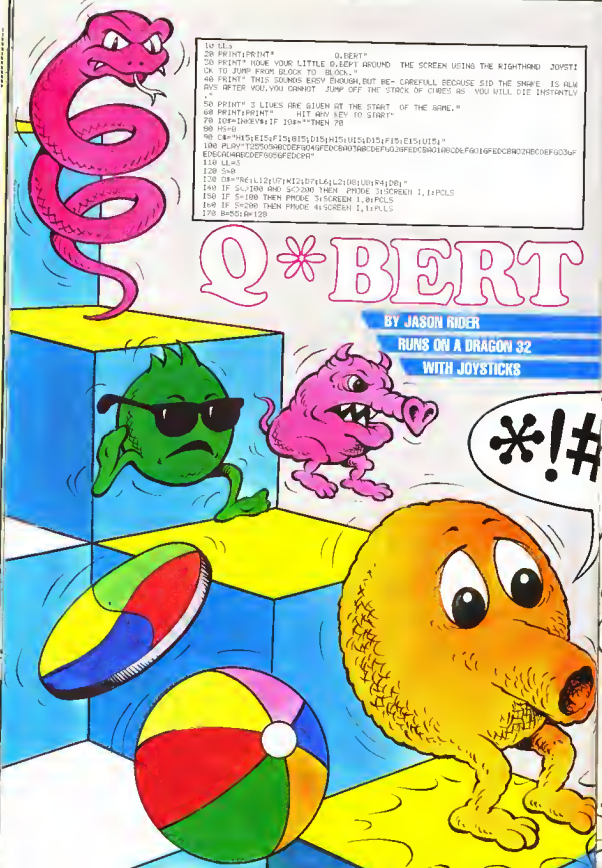
```

Q*BERT

BY JASON RIDER

RUNS ON A DRAGON 32

WITH JOYSTICKS



Variables
HS - HIGH SCORE
S - SCORE
LL - LIVES
RA - Q*BERT'S CO-ORDINATES
CD - SNAKE'S CO-ORDINATES

Illustration: Terry Rostrom



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1983 GOLDEN JOYSTICK AWARDS



Zalaga from Ardvark and Manic Miner from Bug Byte.

A glittering gathering of software stars congregated at Morton's restaurant, in London's posh Berkeley Square, last month to celebrate *Computer and Video Games'* first ever Golden Joystick Awards presentations.

All the top names from the British software industry were there — waiting to discover just who would go home clutching one of our coveted Golden Joysticks.

Radio One DJ Dave Lee Travis — a self-confessed computer fan — was there to present the prizes and, as the time for the awards to be announced approached, tension mounted among the rival programmers and software house supremos alike as they waited with bated breath to hear the news.

First up was our Golden Joystick Award for the best Arcade Style Game of 1983. Nominations were *Penetrator* from Melbourn House, *Arcadia* from Imagine,

mate and *Arcadia* from Imagine. After a suitable pause for effect, Dave Lee Travis told the assembled multitudes that Ultimate's *Jet-Pac* was Game of the Year 1983! Ultimate's Carol Ward stepped up to receive the sword and thanked all C&VG's 80,000-plus readership for making the game an award winner.

Next came the sword for Best Strategy Game which went to *The Hobbit*, 1983's most popular Adventure, from Melbourn House. Other nominations in this class were *Football Manager* from Addictive Games, *Planet Invasion* from Microdeal and *Scrabble* from Psion.

Ultimate's representatives didn't have much time to sattle back in their seats as Tim Stamper was called up to receive the Golden Joystick Award for Software House of the Year — the final sword in the ceremony. Other nominations in this category included Melbourn House, Imagine and Jeff Minter's Lismesoft.

After much spoliause and marmysking, the final award ceremony came to an end — and the software houses were already planning new games to compete for this 1984 Golden Joystick Awards.

mate and *Arcadia* from Imagine.

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2X81 16K
ZX Spectrum 48K
Addictive Games Ltd. 1989



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Designed by Kevin Toms

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Kevin Toms

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- ★ Promotion and relegation ★ F.A. Cup matches
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- ★ Four Divisions ★ Pick your own team for each match

- ★ As many seasons as you like
- ★ Managerial rating
- ★ 7 skill levels
- ★ Save game facility

Addictive

Alan Chan
Home Computing Weekly p.23

Comments about the game from press and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro... To the ordinary person it is an excellent view of what can be done in the field of computer games... The crowning glory of this game is the short set pieces of match highlights which show little slick men running around a pitch, shooting, defending and scoring... it is a compulsive game but people who don't take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could... The

originator Addictive Games, certainly deserve the name. Rating, 19/20 (Practical Computing - August 1983).

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems." (Personal Computer Games - Summer 1983)

"It's my own fault you did want me - I am totally and completely hooked on FOOTBALL MANAGER." (Mr. A. Wright - Lancashire.)

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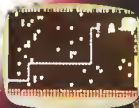
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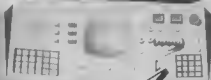
9999 PRINTPEEK(56320) GOTO9999
10000 POKEV40,1 POKEV41,2 POKEV41,7 S=1024 SC=35256
10001 RETURN
10002 REM #WALL CRASH#
10003 POKEV4200,0 FORD=1T09000 NEXT S:BT
10100 F1=PEEK(V42) F2=PEEK(V44) FORD=P2T00STEP-1 POKEV4,0 NEXT FORD=1T0400 NEXT
10105 POKEV4276,0 POKEV4280,0
10110 POKEV41,7 FORD=F1T00STEP-1 POKEV42,0 NEXT FORD=1T01000 NEXT GOTO200
20000 POKEV4296,1
40000 PRINT"!!" POKEV3200,1 POKEV3201,1 AS=" CENTRE CRYSTAL " GOSUB
40001 AS="!! THIS GAME YOU HAVE TO GO THROUGH SEVERAL PHASES TO REACH YOUR"
40002 AS="!! OBJECTIVE-- THE DESTRUCTION OF THE CENTRE CRYSTAL" GOSUB49999
40010 AS="!! THE PLOT FOLLOWS --" GOSUB49999 POKEV4276,128 FORD=1T09125 NEXT
40020 POKEV4296,0 POKEV4273,0 POKEV4280,0 POKEV4276,15 POKEV4276,129
40030 PRINT"" AS="ELEVEN HUNDRED YEARS AGO A WAR WAS STARTED BETWEEN A PIRATE P
ACE "
40040 AS="!! AND YOUR HOME PLANET," GOSUB49999 AS="!! NOW STARTLING INFORMATION"
40050 AS="!! REVEALS THAT THE WHOLE POWER OF THE PIRATE EMPIRE COMES FROM
40060 GOSUB49999 AS="!! CENTRE CRYSTAL" GOSUB49999
40070 POKEV4200,0 POKEV4276,128 FORD=1T09125 NEXT PRINT"" POKEV4276,129 POKEV42
"3,0
40080 AS="!! YOUR PEOPLE TRIED TO LEAD AN ATTACK ON THE PIRATES BUT"
40090 AS="!! UNFORTUNATELY THEY LEARNED OF THIS AND LAUNCHED A COUNTER ATTACK "
40100 GOSUB49999 POKEV4280,0 POKEV4276,128 POKEV4273,0 POKEV4276,129
40110 AS="!! YOUR MOTHER SHIP IS ON FIRE AND THE INTRUDER ALERT IS SOUNDING,
40120 AS="!! YOUR ONLY HOPE IS TO ESCAPE IN AN IMPROVED SHUTTLE AND CRASH INTO"
40130 AS="!! THE CRYSTAL ." GOSUB49999
40140 POKEV4276,128 POKEV4280,0 FORD=1T09125 NEXT
40150 PRINT"!! IT IS TO LEARN ABOUT THE DIFFERENT PHASES" PRINT"!! ELSE MOVE J
OVSTICK"
40160 IFPEEK(56320)=127THEN40135
40170 IFPEEK(56320)=111THENRETURN
40180 PRINT"" POKEV4276,129 AS="!! PHASE 1 --" GOSUB49999
40190 AS="!! IN THIS PHASE YOU MUST RIDE UP THE DOCKING RAMP HENCE SHOOTING
40200 AS="!! YOURSELF INTO SPACE YOU WILL ALSO AVOID THE INCOMING PIRATES"
40210 AS="!! AT ALL COSTS!" GOSUB49999 POKEV4276,128 POKEV4280,0 FORD=1T09125
NEXT
40220 POKEV4276,129 AS="!! PHASE 2 --" GOSUB49999
40230 AS="!! IN THIS PHASE YOU MUST TRY AND DODGE THE METEORITES AND REACH THE STAR
40240 AS="!! ORBIT TO ENTER SPACE INTO THE PIRATES AREA OF SPACE " GOSUB49999
40250 AS="!! TIME IS THROWN OUT OF ALL NORMALITIES AND IT TAKES 3 SECONDS FOR YOUR S
H
40260 AS="!! TO RESPOND TO THE CONTROLS,"
40270 AS="!! NOW YOU CAN HEAR THE LAST THROBS OF YOUR ENGINE WHICH IS ALMOST
40280 AS="!! OUT OF FUEL,"
40290 GOSUB49999 POKEV4276,128 POKEV4280,0 FORD=1T09125 NEXT
40300 AS="!! PHASE 3 " GOSUB49999 AS="!! IN THIS PHASE YOU MUST TRY AND
40310 AS="!! LAND AN (CAPTURE) AN ALIEN SPACE SHIP TO USE IN THE REST OF YOUR "
40320 AS="!! MISSION (BECAUSE YOUR SHIP HAS NOW USED UP ALL ITS FUEL.)" GOSUB49
999
40330 POKEV4280,0 POKEV4276,128 FORD=1T09000 NEXT AS="!! PHASE 4 (FINAL)"
40340 GOSUB49999 PRINT AS="!! THIS IS THE FINAL PHASE WHERE IN YOU COMPLETE YOUR MI
SSION"
40350 GOSUB49999 POKEV4280,0 POKEV4276,128 FORD=1T01000 NEXT RETURN
40400 FORD=1T01000 AS="!! PRINT(PEEK(AS,0,1),"!!" :C=41:EC=33ANDM104/AS,0,1)" "TH
ENC=0 PRINT"" :PRINT
40410 POKEV4273,0 POKEV4280,0 POKEV4276,128 NEXT PRINT"" :PRINT C=0 RETURN
40420 IFVAL(1T09125)=VAL(1T09125) THENVAL(1T09125)=VAL(1T09125)+1 PRINT"" GREAT SCORE" PRI
NT GOTO70010
40430 PRINT POKEV3200,0 AS="!! RETURN
40440 AS="!! AS="!! ENTER YOUR NAME ", HIS(0)="" AS="!! THE=!!
40450 GETP:IFP=CHR$(13) THENPRINT"" :RETURN
40460 PRINTP:"!! HIS(0)=HIS(0)+P$
40470 GOTO70010
40480 PRINT PRINT"!! HIT "CHR$(34)"ETP"(PIS(34)) TO CONTINUE"
40490 IFPEEK(56320)=111THENRETURN
40500 GOTO60010
40510 REM
40520 PRINT"!!
40530 PRINT"!!
40540 PRINT"!!
40550 PRINT"!!
40560 PRINT"!!
40570 PRINT"!!
40580 PRINT"!!
40590 PRINT"!! CRYSTAL
40600 PRINT"!! *****
40610 PRINT"!! RETURN
40620 REM
40630 PRINTPEEK(56320) GOTO60070 REM CHECK VALUE FROM JOY STICK PORT#2

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ACTIONMASTER
ONE OF A SERIES OF
GREAT ARCADE GAMES

```

100 CALL CLEAR
110 CALL SCREEN(2)
120 RANDOMIZE
130 REM DEFINE CHAR'S
140 CALL CHAR(152,"FF6060FFFF0606FF")
150 CALL CHAR(144,"0103070F1F3F7FFF")
160 CALL CHAR(143,"FFFFFFFFFFFFFFFF")
170 CALL CHAR(136,"FEFEFEFEFEFEFEFE")
180 CALL CHAR(128,"1824183C7E3C101C")
190 CALL CHAR(129,"C32418183CA855AA")
200 CALL CHAR(120,"183C997E3C3C2466")
210 CALL CHAR(112,"1824425A66816618")
220 CALL CHAR(113,"1818181818181818")
230 CALL CHAR(104,"0C0603FFFF03060C")
240 CALL CHAR(96,"00347E3E3E7E3C")
250 CALL CHAR(40,"00182420202418")
260 CALL CHAR(41,"001824181C2C32")
270 CALL CHAR(42,"004122140B")
280 CALL CHAR(43,"001824202E2418")
290 CALL CHAR(58,"0101010101010101")

```

BY NEIL MCKAY

RUNS ON A

T199/4



Hunchback Rescue

```

500 PRINT " DO YOU WANT INSTRUCTIONS?":GOTO 510

```

```

510 CALL KEY(0,K,S)
520 IF S=0 THEN 510
530 IF K<>89 THEN 560
540 CALL CLEAR
550 GOSUB 2370
560 CALL CLEAR
570 CALL COLOR(12,2,11)
580 M$="INPUT SKILL LEVEL"
590 Z=E
600 GOSUB 2710
610 M$="1 2 OR 3 1=EASY"
620 Z=9
630 GOSUB 2710
640 CALL KEY(0,K,S)
650 IF S=0 THEN 640
660 IF (K<49)+(K>51) THEN 560
670 SK=K-48
680 CALL CLEAR
690 REM SET UP SCREEN
700 FOR NST=1 TO 30

```

Illustration: Terry Rogers

92 COMPUTER & VIDEO GAMES

The bells . the bells!

Those famous cries signal the return of history's best known hunchback, Quasimodo. He's up to his old tricks of fighting the French authorities in order to save the life of the beautiful Esmerelda, who's hidden in the sanctuary of the cathedral's bell tower.

Notre Dame's walls and battlements are patrolled by armed guards and the government's own secret police are out for the poor hunchback's blood. You must help the cripple jump along the walls of the building and hopefully avoid falling into the clutches of the guards climbing up the outer walls.

If you manage to guide Quasimodo over the wall without being shot by a poisoned arrow and ring the bell hanging at the far edge of the screen, the game will move on to the next sheet.

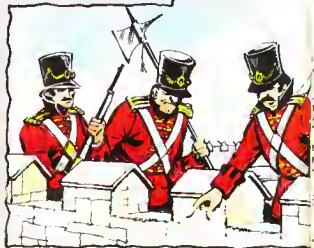
Quasimodo must clear five sheets without falling foul of the guards before he can rescue the fair Esmerelda.

Hunchback Rescue will run on any Texas computer without extended Basic. All the necessary instructions are included in the listing.

```

300 CALL CHAR(33,"1")
310 REM DEFINE COLOUR
320 FOR X=1 TO 16
330 CALL COLOR(X,6,1)
340 NEXT X
350 CALL COLOR(16,7,11)
360 CALL COLOR(15,6,1)
370 CALL COLOR(14,15,2)
380 CALL COLOR(13,14,1)
390 CALL COLOR(12,2,11)
400 CALL COLOR(11,3,1)
410 CALL COLOR(10,3,1)
420 CALL COLOR(9,15,7)
430 CALL COLOR(2,9,16)
440 CALL COLOR(1,16,1)
450 M$="HUNCHBACK RESCUE"
460 Z=E
470 GOSUB 2710
480 FOR D=1 TO 500
490 NEXT D

```



```

710 RR=INT((11-1+1)*RND)+1
720 CC=INT((32-1+1)*RND)+1
730 CALL HCHAR(RR,CC,33)
740 NEXT NST
750 CALL HCHAR(12,1,152,416)
760 FOR X=9 TO 11
770 CALL HCHAR(X,1,152,4)
780 CALL HCHAR(X,28,152,5)
790 NEXT X
800 CALL HCHAR(9,27,144)
810 CALL VCHAR(10,27,145,2)
820 RESTORE 910
830 FOR Z=1 TO 4
840 READ CL
850 FOR X=9 TO 11
860 CALL HCHAR(X,CL,152,2)
870 CALL HCHAR(X,CL-1,145)
880 NEXT X
890 CALL HCHAR(9,CL-1,144)
900 NEXT Z
910 DATA 8,13,18,23
920 FOR Z=17 TO 24
930 CALL HCHAR(Z,13,136,8)
940 NEXT Z
950 CALL VCHAR(17,12,96,8)
960 CALL VCHAR(17,21,96,8)
970 CALL HCHAR(16,13,96,8)
980 CALL HCHAR(2,30,112)
990 CALL VCHAR(4,30,113,5)
1000 SCREEN=;
1010 GOSUB 2150
1020 SCORE=0
1030 K$="SCORE"
1040 FOR Y=1 TO LEN(K$

```



```

1050 CALL HCHAR(14,24+Y,ASC
(SEG$(K$,Y,1)))
1060 NEXT Y
1070 GOSUB 2780
1080 REM SET UP GAME
1090 RN=8
1100 R=8
1110 C=2
1120 CALL HCHAR(R,C,128)
1130 A=24
1140 CALL HCHAR(A,3,120)
1150 CALL KEY(0,1,S)
1160 IF (RND*RN)/3 THEN 1180
1170 GOSUB 2000
1180 IF S=0 THEN 1150
1190 IF K=68 THEN 1240
1200 IF Y=83 THEN 1340
1210 IF K=32 THEN 1450
1220 GOTO 1150
1230 REM GUARD MOVE
1240 REM MOVE MAN RIGHT
1250 CALL HCHAR(R,C,32)
1260 C=C+1
1270 CALL HCHAR(R,C,128)
1280 CALL GCHAR(R,C+1,CR)
1290 IF CR=128 THEN 2240
1300 IF CR=113 THEN 1790

```



ON A TOP SECRET
COMPUTER DESIGN
LABORATORY NEAR
ORLANDO, FLORIDA.



JIM, THIS IS
SCOTT ADAMS
THE PROJECT IS
READY TO BEGIN!
SEND THEM TO
ME NOW!

OKAY!
WE'LL GET
THEM
MOVING!



I'D BETTER BRING SOME
EXTRA WEBBING! THIS
LOOKS LIKE A
BIGGY!



HULK ALWAYS WANTED
FLORIDA VACATION!

WHERE'S
FLORIDA?



BEN, GET READY FOR A
REAL FIRST THIS TIME
WE'RE GOING ON A
COMPUTER ADVENTURE!

BUT STRETCHO
I THOUGHT WE
WAS GOING TO
FLORIDA!



BY THE EYE OF VISHANTI
I'VE BEEN MANY PLACES
BUT NOW I SEE THAT
SCOTT ADAMS BECKONS
AND I MUST GO!



MEANWHILE BURIED
DEEP IN A FLORIDA
SWAMP...

LITTLE DO THOSE
MARVEL CHARACTERS
KNOW WHAT I
REALLY HAVE
PLANNED FOR THEM!

NEWS
FLASH

MARVEL SUPER HEROES ORDERED TO U.K. IN SEARCH OF COMPUTER ADVENTURES

E.T.A. MAY 1ST ADVENTURE INTERNATIONAL

```

1310 CALL GCHAR(R+1,C,CW)
1320 IF CW=152 THEN 1150
1330 GOTO 1610
1340 REM MOVE MAN LEFT
1350 CALL HCHAR(R,C,32)
1360 C=C-1
1370 IF C>2 THEN 1390
1380 C=2
1390 CALL HCHAR(R,C,128)
1400 CALL GCHAR(R,C+1,CW)
1410 IF CW=113 THEN 1790
1420 CALL GCHAR(R+1,C,CW)
1430 IF CW=152 THEN 1150
1440 GOTO 1610
1450 REM MAN JUMP
1460 FOR V=1 TO 2
1470 CALL HCHAR(R,C,32)
1480 R=R-1
1490 C=C+1
1500 CALL HCHAR(R,C,128)
1510 NEXT V
1520 FOR V=1 TO 2
1530 CALL HCHAR(R,C,32)
1540 R=R+1
1550 C=C+1
1560 CALL HCHAR(R,C,128)
1570 NEXT V
1580 CALL GCHAR(R+1,C,CW)
1590 IF CW=152 THEN 1150
1600 GOTO 1610
1610 REM MAN FALLS
1620 CALL HCHAR(R,C,32)
1630 FOR Z=9 TO 23
1640 CALL GCHAR(Z,C,CH)
1650 CALL HCHAR(Z,C,128)
1660 CALL HCHAR(Z,C,CH)
1670 NEXT Z
1680 CALL HCHAR(24,C,129)
1690 FOR V=0 TO 30
1700 CALL SOUND(-1000,-7,V)
1710 NEXT V
1720 M$="ANOTHER GAME" (Y OR N)
1730 Z=1
1740 GOSUB 2710
1750 CALL KEY(O,K,S)
1760 IF S=0 THEN 1750
1770 IF K=89 THEN 560
1780 END
1790 REM RING BELL
1800 CALL HCHAR(R,C,32)
1810 CALL HCHAR(R,C+1,128)
1820 FOR G=1 TO 3
1830 FOR V=0 TO 30
1840 CALL SOUND(-1000,400,V)
1850 NEXT V
1860 NEXT G
1870 SCREEN=SCREEN+1
1880 GOSUB 2150
1890 SCORE=SCORE+(A*10)
1900 GOSUB 2780
1910 IF SCREEN=3 THEN 2200
1920 CALL HCHAR(R,C+1,113)

```



```

1930 CALL HCHAR(A,3,152)
1940 C=2
1950 A=24
1960 CALL HCHAR(R,C,128)
1970 CALL HCHAR(A,3,120)
1980 RN=RN-BK
1990 GOTO 1150
2000 REM MOVE GUARD
2010 CALL HCHAR(A,3,152)
2020 A=A-1
2030 CALL HCHAR(A,3,120)
2040 IF A=8 THEN 2060
2050 RETURN
2060 REM FIRE ARROW
2070 CALL COLOR(12,11,2)
2080 FOR P=4 TO C-1
2090 CALL HCHAR(B,P,104)
2100 CALL HCHAR(B,P,32)
2110 NEXT P
2120 CALL HCHAR(B,C-1,104)
2130 CALL SOUND(100,-7,0)
2140 GOTO 1720
2150 K$="SCREEN: "%STR$(SCREEN)
2160 FOR Y=1 TO LEN(K$)
2170 CALL HCHAR(14,4+Y,ASC
(SEG$(K$,Y,1)))
2180 NEXT Y
2190 RETURN
2200 REM LAST SCREEN
2210 CALL VCHAR(2,30,32,6)

```

```

2220 CALL HCHAR(8,30,128)
2230 GOTO 1920
2240 REM RESCUE MAIDEN
2250 FOR L=1 TO 3 STEP -1
2260 CALL HCHAR(L,16,58)
2270 NEXT L
2280 CALL HCHAR(3,17,40)
2290 CALL HCHAR(3,18,41)
2300 CALL HCHAR(4,17,42)
2310 CALL HCHAR(4,18,43)
2320 CALL SOUND(200,370,4,440,4,294,4)
2330 CALL SOUND(600,392,3,494,3,294,3)
2340 CALL SOUND(200,392,2,494,2,294,2)
2350 CALL SOUND(800,294,1,440,1,370,1)
2360 GOTO 1720
2370 REM INSTRUCTIONS
2380 CALL COLOR(12,11,1)
2390 M$="HUNCHBACK RESCUE"
2400 Z=3
2410 GOSUB 2710
2420 M$="YOU ARE QUASIMODO" "&CHR$(128)
2430 Z=7
2440 GOSUB 2710
2450 M$="YOU MOVE YOUR MAN WITH"
2460 Z=9
2470 GOSUB 2710
2480 M$="S" FOR LEFT"
2490 Z=11
2500 GOSUB 2710
2510 M$="D" FOR RIGHT"
2520 Z=13
2530 GOSUB 2710
2540 M$="SPACE BAR TO JUMP"
2550 Z=15
2560 GOSUB 2710
2570 M$="BEWARE OF THE GUARD" "&CHR$(120)
2580 Z=17
2590 GOSUB 2710
2600 M$="WHO SCALES THE WALLS"
2610 Z=19

```



Hints on Conversions

Although TI basic is fairly standard, it does contain some rather unusual commands. In the most part they are prefixed by the command CALL.

CALL CLEAR: Clears the screen, represented on most as CLS.

CALL SCREEN: Changes the colour of screen background.

CALL COLLOUR: Determines the colours of individual characters.

CALL HCHAR: Used to place a character horizontally on the screen. Replaced by POKE or PRINT on other computers.

CALL VCHAR: Similar to HCHAR but places the character vertically.

CALL KEY: The TI basic's version of GET or INKEY.

CALL CHAR: A command to create a user defined character.

Variables

The four main variables used throughout the program are:

R — Horizontal position of Quasimodo.

C — Vertical position of Quasimodo.

A — Vertical position of the guard.

SCORE — Total scored during the game.

```

2620 GOSUB 2710
2630 M$="PRESS ANY KEY TO START"
2640 Z=24
2650 GOSUB 2710
2660 CALL KEY(0,K,S)
2670 IF S=0 THEN 2660
2680 CALL CLEAR
2690 CALL COLOR(12,2,11)
2700 RETURN
2710 REM PRINT MESSAGE
2720 V=16-INT(LEN(M$)/2)
2730 FOR I=1 TO LEN(M$)
2740 CD=ASC(SEG$(M$,I,1))
2750 CALL HCHAR(I,V+I,CD)
2760 NEXT I
2770 RETURN
2780 REM PRINT SCORE
2790 K$=STR$(SCORE)
2800 FOR Y=1 TO LEN(K$)
2810 CALL HCHAR(16,24+Y,ASC(SEG$(K$,Y,1)))
2820 NEXT Y
2830 RETURN

```


PSYCLAPSE & BANDERSNATCH
COMMODORE 64 48K SPECTRUM

REINFORCEMENTS ARRIVE!



After eight weeks of total concentration by our four master programmers Psychapse & Bandersnatch, the two most original computer games ever conceived are entering the final phase of creation. Now the Imagine 'A Team' have been joined by (from left to right) Steve Cain, Ally Noble, Dawn Jones, Abdul Ibrahim and Fred Gray.

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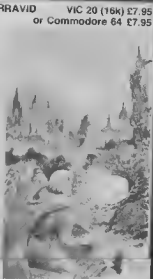
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or Commodore 64 £7.95

A really challenging and enjoyable adventure written by a confirmed adventure addict who grew tired of the ease with which he solved other adventures himself. Will accept and act on sentences containing up to nine words.

The adventurer becomes Merravid, charged with the task of finding taking and then returning the magic Firestone of the Dwarves. However, overcoming the many novel and original hazards is no easy matter. Careful and imaginative thought is required if progress is to be made and the Firestone tracked down to the lair of the Dragon of Thargon. Even then the Dragon has to be defeated and the stone relieved. A compulsive extremely enjoyable and very user friendly adventure.



* Side B contains a version of the game compatible with the excellent Curnish uSpeech unit — even worse! *

WARNING!

With reviews like this "Scuba Dive" is likely to take up a lot of your time

"... This fabulous underwater world, Scuba Dive is very, very special. The creatures are wonderful to behold and frighteningly real."

(Personal Computer Games March 1984)

"... The graphics are fantastic — immensely addictive — it should probably be banned before it has time to take off".

(Crash Micro March 1984)

"... Truly spectacular graphics"

(Your Computer March 1984)

"... The effect of underwater diving is achieved so well that you could imagine you are walking into the perils of the deep"

(Sinclair User March 1984)

"... Superb graphics and animation — in our home the game was constantly being loaded in."

(Popular Computing Weekly February 1984)

SCUBA DIVE

Pure machine code with super cartoon graphics. You are in control of a diver who must swim down through jellyfish, sharks, barracuda and a host of other under-sea nasties to locate the entrance of a submarine cave. He must then follow its twisting and branching passages which change with every new game to locate the magical giant cysters with their fabulous treasure of enormous pearls. Many of the passages lead to dead-ends, while some are filled with horrible underwater monsters. Each dive has to be timed carefully so that there is enough oxygen left for the return journey which is further frustrated by the diver's boat shifting anchor and threatening to decapitate him with its propeller. This game, which features three divers, a player score, high score, hall of fame and sound effects, presents perhaps the ultimate epic arcade adventure.

COMMODORE 64 £8.95

any ORIC - 1 £8.95

SPECTRUM 48k £5.95



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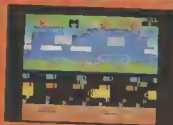
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TOP 30

No.	GAME	MANUFACTURER	MACHINE
1	Manic Miner	Software Projects	Commodore 64
2	Atic Atac	Ultimate	Spectrum
3	Ant Attack	Quicksilva	Spectrum
4	Hunchback	Ocean	Spectrum
5	Fighter Pilot	Digital	Spectrum
6	Manic Miner	Software Projects	Spectrum
7	Hobbit	Melbourne House	Spectrum
8	Pole Position	Atari	Atari
9	Mr. Wimpey	Ocean	Spectrum
10	Revenge of the Mutant Camels	Llamasoft	Commodore 64
11	Snooker	Visions	BBC
12	Hovver Bovver	Llamasoft	Commodore 64
13	Super Pipeline	Taskset	Commodore 64
14	Scramble	Microdeal	TRS 80 Colour
15	Super Cobra	Porker	Atari
16	Alchemist	Imagine	Spectrum
17	Lunar Jet Man	Ultimate	Spectrum
18	Jet Pac	Ultimate	Spectrum
19	Chequered Flag	Sinclair	Spectrum
20	Harrier Attack	Durrell	Spectrum
21	Manic Miner	Bugbyte	Spectrum
22	Asteroids	Atari	Atari
23	Pilot 64	Abbex	Commodore 64
24	Hunchback	Superior Software	BBC
25	Fred	Quicksilva	Spectrum
26	Crazy Kong	Interceptor	Commodore 64
27	Invaders	Sinclair	Spectrum
28	Kong	Sinclair	Spectrum
29	Scuba Dive	Durrell	Spectrum
30	Twin Kingdom Valley	Bug Byte	BBC

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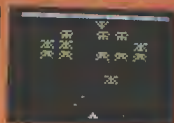
FROGGER — £6.95

The most popular of all arcade games, Frogger is the Sharp MZ-7000 version of the classic game. It's like the original, but with a few extra features. You can play it on a single player or two players. You can also play it on a single player or two players. You can also play it on a single player or two players.



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How long can you stay in the multi-storey building? The alien ships are coming. The multi-storey building is coming. The alien ships are coming. The multi-storey building is coming. The alien ships are coming. The multi-storey building is coming.



GALAXIANS — £7.95

A high speed machine gun game. You can play it on a single player or two players. You can also play it on a single player or two players. You can also play it on a single player or two players.



BACKGAMMON — £7.95

Now available for the MZ-7000, this classic board game can be played against the computer or a single player. You can also play it on a single player or two players.



NIGHTMARE PARK — £6.95

How long can you play this type of game? The car is coming. The car is coming. The car is coming. The car is coming. The car is coming. The car is coming.



FIGHTER COMMAND — £6.95

American fighter planes are coming. You can play it on a single player or two players. You can also play it on a single player or two players. You can also play it on a single player or two players.



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MSA



HARRIER

Peter Hextal has re-created a piece of recent aviation history on his BBC micro. Harrier stages the near disaster in the Atlantic when a harrier pilot lost in thick fog during manoeuvres near the Spanish coast made a desperate attempt to land his jump jet on a cargo ship's deck.

The landing was a miracle and it was only the pilot's bravery and skill that prevented the 14 million pound plane plunging into the sea.

The game puts you into a very similar position. The Z, X, *, and ; keys are used to move the plane in the correct directions to complete a perfect landing.

```

210 NEXT
220 IFLX>0 THEN JX=0% GOTO360
230 OX=ROUND(RND*3)/3
240 FOR JY=R%+0 TO OX+0 STEP .5
250 PROCFUEL
260 IF F<=0 AND T%>0 THEN PROCNOFUEL
270 PROCKEYS
280 PROCFLIGHT
290 PROCHECK
300 IF LX>0 THEN OX=JY JY=O%+0 GOTO360
310 MOVE JY:500
320 VDU18,3 12,205,9 3 206,0,8=0,12 3,13 207 J 2,27
330 NEXT
340 IFLX>0 THEN JX=0% GOTO360
350 GOTO110
360 HX15,1
370 IF LX=99 THEN MOVE320,600:PRINT"PLANE LOST" CASE=PAGE 1 GOTO420
380 PROCFLIGHT
390 IFMX=0 THEN PROCORASH GOTO440
400 IF LX=13 AND T%>3 THEN MOVE394 640 PRINT"TOO FAST" PROCORASH GOTO440

```

```

10 PROCSET_DATA
20 REPEAT
30 MODE7
40 PROCINSTRUC
50 MODE2
60 PROCINIT
70 REPEAT
80 CLS
90 PROCSCREEN
100 R%=0%+RND*1000-O%*2/42
110 FOR JY=0% TO R% STEP 2
120 PROCFUEL
130 IF F<=0 AND T%>0 THEN PROCNOFUEL
140 PROCKEYS
150 PROCFLIGHT
160 PROCHECK
170 IF LX>0 THEN OX=JY JY=R% GOTO210
180 MOVE JY:500
190 VDU19 2,12,230,231 9,122 2 0,0,
200 10,1,10,233,9,273

```

BY PETER HEXTAL

RUNS ON A BBC

MODEL B IN 32K

```

410 IF M%<C THEN MOVE$50.000 PRINT"SAFE LANDING"
420 C%=(C%+1) FL%=(FL%+8) IF FL%>26 THEN FL%<26
430 FOR I=1 TO 4000 NEXT
440 UNTIL BACE=0
450 S$=STR$(C%) R$=S$+" SAFE LANDING"
    IF S%<>1 THEN R$=R$+"S"
460 C%=(C%-(32)*LEN(R$))
470 GCOL$=12 MOVE$15.36 VDU240.241
480 MOVE$%,436 PRINTR$
490 MOVE$32.400 PRINT"PRESS SPACE TO PLAY"
500 REPEAT UNTIL GET=32
510 UNTIL FALSE
520
530 DEFPROCINIT
540 VDU23.224.2.2.63.41.41.127.127.63
550 VDU23.225.0.0.0.0.0.255.255.255
560 VDU23.226.4.4.4.4.14.254.252.248
570 VDU23.227.0.31.31.31.31.0.0.0
580 VDU23.228.0.224.224.224.224.0.0.0
590 VDU23.230.3.3.32.61761.64.64.732
600 VDU23.231.0.0.128.128.128.0.0.0
610 VDU23.232.6.6.6.6.9.1.2.4
620 VDU23.233.0.16.16.16.16.0.0.0
630 VDU23.235.6.6.65.123.123.129.128.64
640 VDU23.236.12.12.12.12.18.2.4.8
650 VDU23.237.0.32.32.32.32.0.0.0
660 VDU23.238.0.255.255.255.255.0.0.0
670 VDU23.240.128.192.255.247.119.15.15.0
680 VDU23.241.0.0.252.238.223.132.0.0
690 VDU23.243.0.0.192.192.192.192.192.0.0
700 VDU23.244.0.0.0.63.63.63.63
710 BACE=3 FL%<50 S%<0
720 ENDPROC
730
740 DEFPROCSET_DATA
750 DIM X%(13),Y%(13)
760 FOR I=0 TO 13 READ X%(I),Y%(I) NEXT
770 ENDPROC
780 DATA -8.0,-8.0,16.0,20.0,24.24,28
790 DATA 32,32,40,32,56,32,72,24,88,24
800 DATA 96,72,100,28,124,24,132,20

```

```

910
920 DEFPROCSCREEN
930 LX=0 TX=10 F=40 AY=0
940 C%=(C%+32) Y%=(Y%+900)
950 VDU19.0.6.0.
960 VDU19.3.1.8.
970 VDU19.5.0.0.
980 VDU19.6.4.0.
990 VDU19.7.4.0.
1000 VDU19.8.4.0.
1010 VDU19.9.4.0.
1020 VDU19.10.4.0.
1030 VDU19.11.0.0.

```

```

930 VDU19.12.7.0.
940 VDU19.13.1.0
950 VDU19.14.0.0.
960 GCOL$=12
970 MOVE$0
980 MOVE$0.240
990 PLOT$5.1279.0
1000 PLOT$5.1279.240
1010 GCOL$=4
1020 MOVE$0.240
1030 PLOT$5.1279.460
1040 PLOT$5.0.468
1050 R=R+1 R=R/PI/2
1060 GCOL$=5

```

```

1070 FOR I=A/2 TO 0 STEP A/15
1080 MOVE540,174
1090 MOVE540+SINK I #90 234+COS I 1490
1100 PLOT540+SINK I #90 234+COS I 1490
1110 NEXT
1120 PROCANGLE(0)
1130 VDU5
1140 GCOL0,5 MOVE22,220 PRINT"THRUST"
1150 MOVE04,130 PRINT"ANGLE"
1160 MOVE40,04 PRINT"FUEL"
1170 MOVE332,116 PRINT"E.....F"
1180 GCOL0,1
1190 FOR I=332 TO 732 STEP 16
1200 MOVE I,84 VDU243
1210 NEXT
1220 GCOL0,5 MOVE600,32 PRINT"THRUST"
1230 MOVE1024,222 PRINT"100V"
1240 MOVE1024,84 PRINT"0V"
1250 GCOL0,2
1260 FOR I=100 TO 244 STEP 16
1270 MOVE 960, I VDU244
1280 NEXT
1290 G%RND(500)+100 MOVE0,500
1300 VDU10,3,12 224,225,225,226,0,0,0 15 0,15 227,233 220
1310 GCOL0,14 MOVE%Y% VDU240,241
1320 GCOL0,5 MOVE16,36
1330 FOR I=1 TO BASE VDU240,241 NEXT
1340 ENDPROC
1350
1360 DEFPROCANGLE(D%)
1370 A%=A%-D% IF A%<0 OR A%>6 THEN A%=A%-D% ENDPROC

```

```

1390 K=1.5*PI-(A%-D%)*(PI/6))
1400 MOVE540+SINK(K)*30,
270+COS(K)*30
1410 GCOL0,5
1420 DRAW540,230
1430 GCOL0,12
1440 K=1.5*PI-(A%*(PI/6))
1450 DRAW540+SINK(K)*30,
230+COS(K)*30
1460 ENDPROC
1470
1470 DEFPROCTHRUST(K%)
1480 IF F%0 THEN ENDPROC
1490 T1%=T%
1500 IF K%=1 AND T%=10 ENDPROC
1510 IF K%=0 AND T%=0 ENDPROC

```

```

1520 IF K%=0 THEN 1560
1530 T%=T%+1 T1%=T1%+1
1540 GCOL0,2
1550 GOTO1580
1560 T%=T%-1
1570 GCOL0,0
1580 MOVE960,84+T1%*16
1590 VDU244
1600 ENDPROC
1610
1620 DEFPROCNOFUEL
1630 IF F%0 THEN ENDPROC
1640 GCOL0,11 T=T%
1650 F=F-T/FL%
1660 MOVE302+F*10,84
1670 VDU243
1680 ENDPROC
1690
1700 DEFPROCNOFUEL
1710 GCOL0,0
1720 FOR I=T% TO 1 STEP -1
1730 MOVE960,84+I*16
1740 VDU244
1750 NEXT T%=0
1760 ENDPROC
1770

```



```

1780 DEFPROCFLY
1790 IF INKEY(-75)=-1 PROCTHRUST(1)
1800 IF INKEY(-105)=-1 PROCTHRUST(8)
1810 IF INKEY(-92)=-1 PROCANGLE(-1)
1820 IF INKEY(-67)=-1 PROCANGLE(1)
1830 ENDPROC
1840 '
1850 DEFPROCFLIGHT
1860 Y1=Y% X1=X% H=RP(3-R%)
1870 G=10-T%/2-H%
1880 V=4*INT((T%*(2-H%)-G)/4)
1890 Y%=Y%+V
1900 F=PAINT(2*(T%*(2-R%)+H%)/4)/3
1910 X%=X%+F
1920 GCOL3,14
1930 MOVEK1%,Y1% VDU240,241
1940 MOVEK1%,Y% VDU240,241
1950 IF X%>1275 OR X%<-128 OR Y%>1055 THEN LX=99
1960 SOUND%10,-T%,14,20
1970 ENDPROC
1980 '
1990 DEFPROCHECK
2000 NX=1 MX=0 LY=0
2010 IF X%<-128 OR X%>1275 OR Y%>1055 THEN LX=99
2020 IF Y%>540 THEN ENDPROC
2030 FORI=0TO13 LX=POINT(X%+X%*I%,Y%-Y%*I%)
2040 IF LX>0 THEN NX=2 I%=20
2050 NEXT
2060 IF NX<2 OR LX<12 THEN ENDPROC
2070 Z=(X%+40)-104
2080 IF Z-J%<0 AND Z-J%>0 THEN M%=3
2090 ENDPROC
2100 '
2110 DEFPROCRAH
2120 SOUND%10,-15,14,50
2130 PROCNOFUCL
2140 BASE=BASE-1
2150 GCOL 14 MOVE224,600
2160 IF LX=4 THEN PRINT"PLANE DITCHED"
    ELSE MOVE 192,600 PRINT"SHIP COLLISION"
2170 I%=0 PROCDEL
2180 FORI=4 TO 56 STEP 4
2190 PROCDEL
2200 FORK=0 TO 1000 NEXT
2210 PROCDEL
2220 NEXT
2230 ENDPROC
2240 '

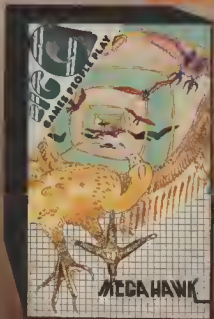
```

```

2250 DEFPROCDEL
2260 IFL%=4 THENC90
2270 MOVEJ%,500-I%
2280 VDU13,3,12,224,225,225,226,8,8,
    8,18,3,13,227,230,226
2290 MOVEK% Y%-I%
2300 VDU18,3,14,240,241
2310 ENDPROC
2320 '
2330 DEFPROCINSTRUC
2340 FORI=0 TO 1 PRINTAB(12)
    CHR$141CHR$120,"HARRIER" NEXT
2350 PRINT
2360 PRINTCHR$130,"TRY TO LAND THE
    JUMP-JET ON THE SHIP'S"
2370 PRINTCHR$130,"CONTAINER."
2380 PRINT
2390 PRINTCHR$131,"YOUR
    CONTROLS -"
2400 PRINTCHR$133," ANGLE OF
    ROTATIONAL-JETS"
2410 PRINTTAB(10),CHR$174,"INCREASE
    - X"
2420 PRINTTAB(17),CHR$174 "DECREASE
    - Z"
2430 PRINT
2440 PRINTCHR$113 " ROTATIONAL
    -JETS POWER OUTPUT"
2450 PRINTAB(18),CHR$124,"INCRE
    ASE - #"
2460 PRINTAB(18),CHR$134,"DECRE
    ASE - #"
2470 PRINTAB(8,18),"PRESS",CHR$136
    "SPACE",CHR$137,"TO START"
2480 REPEATUNTIL GET=02
2490 ENDPROC

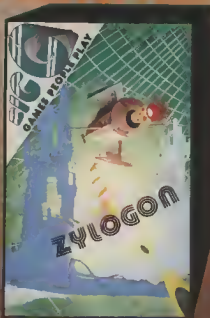
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WALKING THE PLANK

Land lovers beware — this game could make you very sea sick!

There's mutiny aboard the ship. The crew have rebelled against your cruel and tyrannical regime. Huti starved and beaten to within inches of death, the crew have taken you and the rest of the officers prisoner. The crew are preparing your demise and have already nailed a plank to the ship's deck.

The men have decided to prolong your agony by asking you questions. Each question you answer wrongly means one more step nearer Davy Jones's locker. Each correct one and you can return to the relative safety of the deck.

The game features animated graphics, including the captain of the ship and sword-waving mutineers.

To save the game onto tape just fresh into the program and type GOTO 5200.

Program notes

In the listing the line 0 is formed by typing in Poke 16510,0 and then newline

Variables

along = the horizontal position of the captain
man = vertical position of the captain
a = random number generated
z = test to see if the number is high or low
y = to see if the number is correct

RUNS ON ZX81 IN 16K

BY PETER BEEBE





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TOP 30

1. Meccs Mixer, CBM 64
2. Ark Attack, Spectrum
3. Ark Attack, Spectrum
4. Honeback, Spectrum
5. Pigeon Pilot, Spectrum
6. Meccs Mixer, Spectrum
7. Honeback, Spectrum
8. Pigeon Pilot, Spectrum
9. Mr. Winkey, Spectrum
10. Revenge of the Mutant

11. Snaker, BBC
12. Hammer Bunker, CBM 64
13. Silver Pigeon, CBM 64
14. Scramble, Dragon
15. Saper Cable, Atari
16. Asteroid, Spectrum
17. Laser Jet Max, Spectrum
18. Jet Pac, Spectrum
19. Chameleon Flag, Spectrum
20. Hammer Attack, Spectrum

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23. Hammer Bunker, BBC
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25. Jet Pac, Spectrum
26. Meccs Mixer, Spectrum
27. Asteroid, Atari
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31. Meccs Mixer, Spectrum
32. Ark Attack, Spectrum
33. Ark Attack, Spectrum
34. Honeback, Spectrum
35. Pigeon Pilot, Spectrum
36. Meccs Mixer, Spectrum
37. Honeback, Spectrum
38. Pigeon Pilot, Spectrum
39. Mr. Winkey, Spectrum
40. Revenge of the Mutant

41. Meccs Mixer, Spectrum
42. Ark Attack, Spectrum
43. Ark Attack, Spectrum
44. Honeback, Spectrum
45. Pigeon Pilot, Spectrum
46. Meccs Mixer, Spectrum
47. Honeback, Spectrum
48. Pigeon Pilot, Spectrum
49. Mr. Winkey, Spectrum
50. Revenge of the Mutant

Casuals CBM 64

1. Snaker, BBC
2. Hammer Bunker, CBM 64
3. Silver Pigeon, CBM 64
4. Scramble, Dragon
5. Saper Cable, Atari
6. Asteroid, Spectrum
7. Laser Jet Max, Spectrum
8. Jet Pac, Spectrum
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43. Ark Attack, Spectrum
44. Honeback, Spectrum
45. Pigeon Pilot, Spectrum
46. Meccs Mixer, Spectrum
47. Honeback, Spectrum
48. Pigeon Pilot, Spectrum
49. Mr. Winkey, Spectrum
50. Revenge of the Mutant

SPECTRUM

1. Koolhaas
2. Cuckoo Egg
3. Muzik Defence
4. Snaker
5. Pool
6. Hell in the Streets
7. Invasion: Rodentmashers
8. Nighttime II
9. Jumping Jack
10. Armada

11. Koolhaas
12. Cuckoo Egg
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44. Snaker
45. Pool
46. Hell in the Streets
47. Invasion: Rodentmashers
48. Nighttime II
49. Jumping Jack
50. Armada

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```

1 GOTO 5000
2 GOTO 3000
3 LET ALONG=5
4 LET MAN=12
5 LET A=INT (AND+100)
6 PRINT AT 10,8,"GUESS THE N"
7 (0-100)
8 GOSUB 1000
9 IF ALONG=12 THEN GOTO 2000
10 INPUT Z
11 IF Z>150 THEN GOTO 20
12 IF Z=A THEN GOTO 100
13 IF Z<A THEN GOTO 200
14 IF Z>A THEN GOTO 200
15 REM "GET IT RIGHT"
16 CLS
17 PRINT AT 10,8,"YOU GOT IT R"
18 AT 13,14,"YOU ARE SAVED."
19 FOR P=1 TO 100
20 NEXT P
21 CLS
22 GOTO 2000
23 GOTO 10
24 REM "LESS THAN"
25 LET ALONG=ALONG+1
26 PRINT AT 10,8,"YOUR GUESS A"
27 TOO LOW
28 GOSUB 1000
29 FOR P=1 TO 50
30 NEXT P
31 PRINT AT 10,8,"
32 GOTO 20
33 REM "GREATER THAN"
34 LET ALONG=ALONG+1
35 PRINT AT 10,8,"YOUR GUESS U"
36 TOO HIGH
37 GOSUB 1000
38 FOR P=1 TO 50
39 NEXT P
40 PRINT AT 10,8,"
41 GOTO 20
42 PRINT AT 12,3,"0",AT 13,3,
43 AT 14,3,"
44 PRINT AT 15,
45 PRINT AT 16,
46 PRINT AT 17,
47 PRINT AT 18,
48 PRINT AT 19,
49 PRINT AT 20,

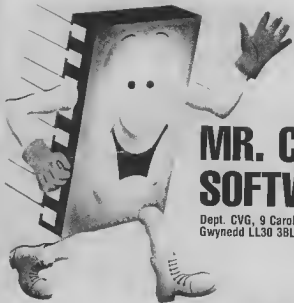
```

```

1010 PRINT AT MAN,ALONG," U",AT
MAN+1,ALONG," ",AT MAN+2,ALONG,
1020 RETURN
1030 REM "WALK MAN"
1040 LET MAN=MAN+1
1050 PRINT AT MAN-1,ALONG," ",A
MAN,ALONG," 0",AT MAN+1,ALONG,
Z,"AT MAN+2,ALONG,"
1060 PRINT AT 10,6,"
2000 IF MAN=19 THEN GOTO 2040
2010 GOTO 2000
2020 PRINT AT 8,0:"YOU HAVE FALL
OFF THE PLANK AND THE SHARP
AS "D
2030 PRINT AT 21,0,"
2040 REM "WALK MAN"
2050 IF INKEY$="Y" THEN RUN 2
2060 IF INKEY$="N" THEN STOP
2070 GOTO 2070
2080 CLS
2090 PRINT AT 1,0:"WALKING THE P
LANK",AT 2,10,"BY P.BEEBE"
2100 PRINT AT 6,5:"INSTRUCTIONS"
2110 PRINT "YOU HAVE BEEN CAUGHT
BY PIRATES,
2120 SLIGHT TOUCH OF MERCY. IF
YOU CAN GUESS THE NUMBER HE
IS THINKING OF BETWEEN 0 AND 100
YOU ARE SAVED,IF NOT THEN TH
E SHARKS GET A GOOD BREAKFAST
3050 PRINT AT 20,0,"PRESS ANY KE
Y TO BEGIN"
3060 IF INKEY$="" THEN GOTO 3060
3065 CLS
3070 GOTO 3
3080 RUN
3090 REM "WALK MAN"
3100 CLS
3110 PRINT AT 7,2,"
ING WALK
3020 PRINT TAB 13,"THE"
3025 PRINT
3030 PRINT TAB 7;"PLAN"
3040 PRINT AT 21,0,"PRESS ANY
KEY TO CONTINUE"
3050 FOR A=1 TO 50
3055 IF INKEY$<>"" THEN GOTO 2
3060 NEXT A
3070 PRINT AT 21,0,"
3080 FOR A=1 TO 50
3085 IF INKEY$<>"" THEN GOTO 2
3090 NEXT A
3095 IF INKEY$<>"" THEN GOTO 2
3100 GOTO 304
3110 REM "WALK MAN"
3120 SAVE "WALKING THE PLANK"
3130 RUN

```





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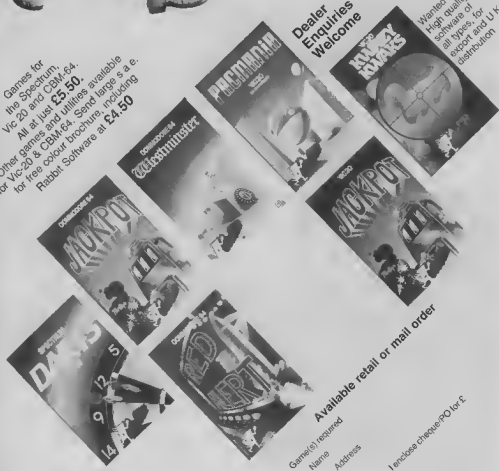
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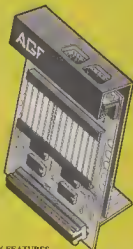
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THE OLD PROBLEM!

There are many derivatives of the original *Adventure*, the *Colossal Cave*, written by Crowther and Wood for a mainframe computer.

First on the scene was Radio Shack, with *Pyramid 2000*, a 16k TRS-80 version with an unlikely name, and much maligned by the critics in the USA at the time.

One particularly scathing mention was the review in *80-Microcomputing* at the time, complaining that a sceptre was used in place of what was obviously a wand in the original. "It is fairly logical to wave a wand — but who on earth would want to wave a sceptre?"

Once inside, it is down the grating so to speak — so why bother with the pyramid bit? Copyright? You could hardly fail to recognise the bird statue and the statue box! So there it was, all the trappings except the well-house and river.

Next to arrive was a ZX81 game innocuously entitled *Abersoft Adventure*, later available for the Spectrum. This one was much more easily recognised as *Colossal*, for it featured the well-house and river. The bird had to go in a wicker cage, and — no sceptre! A black rod this time!

My next foray into the cave came when I had the opportunity of logging on to Comshare. The black rod had a rusty star on the end — much more easily recognisable as a wand.

A couple of short, sharp lunch hours connected to the mainframe was all I managed, but I amazed my friends by achieving things they had been spending months trying to do! I eventually let on that I wrote the *Adventure* column for *C&VC*, and I had played some look-alikes! I was nearly maimed as I rushed over the crystal bridge, heading for the door!

"Oh woe is mine!" I wrote a couple of months ago, not having a copy of *Colossal Adventure* from Level 9. At the same time, I contacted them, and I am now a proud possessor of that *Adventure*! That doesn't mean, Den and Andrea, that I can answer all your problems!

And what of Level 9's interpretation of *Colossal*? No need to describe the sce-

nario — perhaps an apt description might be "You've played the rest, now try the best".

The game I played on the mainframe had a charming little sequence in which I encountered a frog, kissed it, and was devastated to find I had not created a prince or princess — merely got myself covered with warts!

The events that followed were even more hilarious — I kissed a princess and passed on the warts, and then, deciding to leap into her four-poster, was told "You can't, and in any case, she has a headache!" I eventually solved the problem, which had an unexpected twist.

Now, although the Level 9 version is the nearest to the mainframe version I played, there was not a hint of a frog to be seen. Was I playing an enhanced version of the original, or are all the micro versions abridged? How can I tell — what is the original *Adventure*, and how can it be recognised?

So, Dan and Andrea, play on! I hope to be able to help you soon but, on the other hand, may easily be asking you to help me! (Y2 carved upon a rock?)

GOODBYE AND HELLO

My pile of letters has been growing lately, so apologies if my reply to you has been delayed or overlooked. Trouble is, my halper, young Simon Clarke, has left us to start up his own software business, leaving yours truly, truly submerged. Thanks for all your help, Simon, and the best of luck in your new venture!

On hearing of Simon's plans, I searched through my files of readers' letters, and paraded Paul Coppins, whose tips you may have read about in previous issues, to join me in answering your pleas for help. Paul is a bit of an expert on Atari adventures — my Achilles heel!

Those of you who write in with tips or questions may now expect a reply from either Paul or myself. As before, I'll be sending your letters and passing some on to Paul to answer.

WHAT'S YOURS BILL?

Make sure a bottle of gin is to hand if you sit down to play *Denis* through the *Drinking Glass*, for you are only allowed 10 moves without having a snifter. And to do that you must find the flask!

That is the first problem. But you may not find it quickly enough, because Maggie has a habit of catching up with you first to try out one of her speeches on you. You could end up bored to death!

This game is a topical political satire, written mainly in verse, and available for the Spectrum. Just because it is fun — especially if you list to port! — don't be fooled into expecting it to be easy!

I am dying to have a go at Mary Whitehouse, give the women of Greenham Common a pat on the back, to get one up on Maggie (will I succeed without a bullet-proof vest?) and eventually reach the sanctuary of the Gravedigger's Arms to drink the cellar dry — my objective!

But at the moment I'm still cowering in the cupboard under the stairs, away from the Iron Lady's clutches, trying to discover what a purdy is. When she clears 'arf, I will steal into her boudoir and see if I can hitch some of her gun. Maybe I'll find a washer for her drip ping tap.

I did once try a swift exit from the front door, but became a national headline "Denis poses for Sun readers outside No 10" (end of game). Whoops! I had forgotten to dress!

The author claims he is unlikely to be awarded an OBE, and is anonymous. Could it be Jasper Carrott?

For those who enjoy satire and poking fun at the Establishment, here's a game that's certain to please.

Denis Through the Drinking Glass is innocuously packaged in an ordinary cassette case with a fairly uninteresting inlay. The game belies the packaging!

Although hard to solve, *Denis* is easy to play, with one of the fastest responses I've yet seen in a Spectrum *Adventure*. Interestingly, it is written using the Quill Under the titles as your first object — A Plus!

Denis Through the Drinking Glass is for the 48k Spectrum, price £5.50 from Applications.

BY KEITH CAMPBELL

HELPLINE

Help for Andrew Kennedy, troubled with *Velnor's Lair* comes from Jonathan and Alex Glick. You cannot pass the wailettail, they say. Their advice is to go north from the central cavern, feed a corpse to the crows, and use a large bath to cross the river.

Haunted House is a game I very rarely hear about, but it has one Adventure troubled. Marlin Ward of Farnborough, has braved animal of armour, passed a wall of fire, and cannot deal with a mere ghost on the second floor.

It's been mopping-up time over Christmas for many Adventure players. A number of readers have written in to claim a game completed, or record beaten.

Lords of Karma has brought forth another record breaker — Graham Potts, from Cowplain, had the game to

FISH FINGERS AND PIECES OF COD!

I'm stranded on an island about the size of a postage stamp, with the temperature plummeting upwards, and only my space ship for company.

My ship seems to have developed a dislike for me, and tells me to go away. I ask if it knows how to get out of this place. "No, but if you hum a few bars I can fake it," comes the reply.

You've guessed it — with corny lines like that I've got to be Dan Diamond again, returned from being lost in space and up to something rather fishy.

So, like the only book I had with me said, I took the plunge, and did a bit of underwater exploration. I found a whole world down there, and even bumped into old Sparrowhawk, who gasped a dire message about a princess, and dived off into the pool in the cavern.

A lot of help he was! I tried to follow him, but he was gone. If only he had told me where, but he hadn't, and I ended up revolving eternally.

In fact, I kept revolving eternally. Passing down through underwater caverns, and swimming blindly in the dark — no lamp to see where I was heading — I kept hitting the same watery current.

After some hours of trying different sequences of directions, I suspended operations, strongly suspecting that there was another exit down there and I couldn't find it.

The only way out, I decided, was to GO SOUTH and visit Salamander Software, the publishers of *Fishy Business*, the third in the Dan Diamond Trilogy.

By the time I arrived to speak to Pete Neal, I really did feel like Dan Diamond, for I was lashing down with rain, liberally mixed with sea-spray blowing up from the sea front.

Pete took pity on me, and confided that the dark underwater was confi-

Christmas, and by the 26th December had amassed a total of 979 Karma points, beating our previous high of 957. Can anyone top that?

Another quick score was made on *Hobbit* on the '64, by novice Adventure (it was his first). Terry Dobden of London W6, 199% was run up in little over a week after he received it as a Christmas present! At least — he THINKS it was 199% — yet another *Hobbit* bug appeared after he scored 95%, and told him his score was <9.9%. But the cheering crowd were there as usual!

Golden Voyage is a mere puzzle compared with *Empire of the Overmind*, writes K Slavron of Liverpool. After a six-month struggle he has completed *Overmind*—the first such claim to fame I've had.

But it is not all a success story. Matthew Howolf of Wednesbury can

IT CAN'T BE DONE!

A few months ago I suggested that a reader who had completed an Adventure game might care to swap it with another, through these pages.

If all sounded fine, but when it came to the point, I found there were unforeseen problems.

Should we pilot a list of swap-shop offers? We concluded that if we were to print a list of offers and leave readers to contact each other, the Adventure page would read like a list of classified ads!

And if a swapper offered a popular game — how would he deal with the situation if he received dozens of letters?

Alternatively, if we arranged the swaps at this end, then the HelpLine would be at risk, since the task of arranging swaps would be tremendous.

All in all, we decided the idea was not one of our more practical suggestions. So to all those of you who have written in hoping to arrange a swap — sorry! Swap shop is no more!

gured to confuse "Yes, there is more than one exit" he confirmed, and grasping a pen in his tentacles, wrote a ROE of letters on a sheet of damp paper.

Thus I was able to explore underwater tunnels leading to a sea-horse stable, a kitchen specialising in fish-balls and cod pieces, and more corn!

So have fun with Faint-hearted Frank-
lin once more, and see if you can
achieve the objective set by Sparrow-
hawk. If you do — you'll be well re-
warded with a final laugh! I know — I
have been PEEKING RAM again!

I liked this one better than *Lost in Space*. The game has such promise that I want now to visit the guggle of mermaids, the Seagas Room (me, I'm all electric!), and to find out about Ostea Edulis, all pictured in the nicely illustrated

shoot electric eels, but can't prevent a crab from devouring him. Has anyone out there solved this *Devils of the Deep* problem?

Among the other troubled pleas for help: Opening a courtyard door in *Castle Colditz*, from Paul Walerman.

Have shovel — can't dig, have boat
and paddles — can't sail. In *Calixto*
(stand. from G. Laurie).

Can I escape from railway carriage
in *Ten Little Indians*. from Chris Jones.

Blinded by flash of light in philosopher's feb, in *PQ*, from Adrian Baldwin

Finally, another bug. Jason Warren from Jersey has found one in *Vakball*. Surprise surprise! In the Cave at Helf, he typed JUMP, and his Spectrum said "Injuri out of range". Have you tried "Sell food" yet Jason? That gives you a different error!

trailed booklet that comes with the game!

I played the Dragon version, which, as expected was irritatingly sluggish at times. Beeb owners can expect a much snappier response.

And some final advice for those of you who buy this game — keep trying underwater if you can't avoid the whirlpool! I would put money on that being the only way out for many, until you hit upon the right sequence!

Fishy Business is from Salamander Software, for Dragon 32, BBC B, and Orc, price £9.95.

HELPFUL HINTS

help comes to it. I know I'm bringing
with Shmura Case H, from Dr. Parry
of Leeds.

The treasure chests may contain a
bonus of two extra lives, nothing of
value, or a key. Four keys are required
to get through the doors, and they may
be entered in the correct order. I'll
summarize the Parry's useful tips in a
cryptic way.

R34, 03-R21 K3, 01-R13 K2, 02-R21 K3,
R34, 03-R21 K4, R22-04-??

At this point Mr. Parry had a sudden
attack of amnesia!

Edkko Alkon of Hunanin has a tip for
Edward McAlide on *Escape from*
Tram. He the black man in the slave's
uniform - type TRAP KASTAMYN.

"D'you see, I'm not," says Raki. He has
a tip for other readers who have not so
far bought a copy of *Tram*. DON'T
BOther!

John Yeates, who I've collected my
is one of those upstairs whose advice
you ask at your own risk. He has been
furnishing *Castle of Riddles* in his own
furnishable way, and comes up with the
following advice. In the guard room
type OFF, and the next indication will be
revealed. Be sure to type ON before
morning, he adds, or SPLAT! to the rich
poor/poor man! In a word, it is
POUNDS, and the wheel does everyone
is available," and is ICICLE.



MUSIC TO FREEZE BY!

I never thought it possible that I would actually start writing about a game whilst it was still loading! But I have been won over before the tape is half-way through!

The gentle tones of an organ are playing a captivating melody in two voices through the speaker of my BBC micro, as *Snowball* from Level 9 loads. Here then, is the first game I have ever wanted to carry on loading. A "cover picture" I am used to, but a full length classic rendering? Incredible!

I contacted Level 9, to discover the name of the piece. It is *Winter* from the *Four Seasons* by Vivaldi. A very appropriate title to accompany this adventure! But will the game be as enjoyable as its theme tune?

Snowball seems an unlikely name for a science fiction adventure. The booklet supplied with the game gives a fully documented background, and the personal history of Kim Kimberley, the part you are about to play.

Snowball 9 is a vessel assembled in space, and fuelled by frozen ammonia in which it is encapsulated, to take its cargo of colonists from Ceres base.

Kim was specially trained as a secret agent, to be awoken from her freezer-coffin only if something went wrong aboard *Snowball* on its journey to Eridani A. And something just has...

The game, when eventually loaded, runs in black and white text, (not surprising, as it is claimed to have 7,000 locations) and has a good response speed. The text is wordy enough to be interesting, and perhaps mysterious rather than cryptic.

After my first few moves, having just read the booklet, I began to feel I was taking part in a film rather like a cross between *2001* and *Alien*. Cold shivers were the order of the day, for the second time around. I knew that the clanking mechanical noises getting nearer and nearer, sometimes fading, sometimes not, were coming from a Nightingale.

Nightingales are great big ugly black things with hypos and syringes inside.

Not at all what I expected from a creature from Berkeley Square. Strange!

Oh! Yeah! I just got it! But where was the lamp for the Adventure?

So — how do I escape? "Up" says the book — trouble is I am disoriented and keep running into walls. The answer must be locked in the control panel. Now this has ten buttons and six indicator lights — quite a number of combinations, or is there a code staring me in the face?

Whatever the answer — I must hurry! I hear faint mechanical noises coming from outside.

It's all in the buttons and light, I have now decided. And I'm getting the hang

of them — I think! Where did I read that this game should take a few weeks on average?

A chiller in more ways than one! The scene is set with such realism I can imagine a future advertisement: "You've played the game — now see the film!" And when that happens, Adventure games will have really arrived!

Snowball is from Level 9 Computing, price £9.90, and available for BBC (B), Commodore 64, Spectrum 48k, Lynx 48k, Nascom 32k, Oric 48k, and Atari 32k. If you have one of these micros and like a difficult adventure — buy it! Note that only the BBC version comes with the title music.

MORE TIPS FROM THE CHANNEL ISLANDS!

Our nutter from the Channel Islands has been tiddling with his BEEB again.

Dear Data-Twiddler,

I'm back again, and I've got lots of tips for all you lot out there in Computerland! Firstly, how about Hobbilbug number 475? By simply typing EN 00, the sword breaks, Gollum dies and the black river evaporates!

Secondly, Artie's Adventure A. Last time I wrote I told you how to find the coin. Now I'll tell you how to use it. Bribe the guard, I think he MIGHT just do something useful. Signed J. Yeates (a total toony). P.S. The password is "Joshua" or "Hovver Bover", guys, and I'm not telling you which!

Keith: Wow! Now all we need is the game to go with the password we don't know!

A correspondent whose letters I always look forward to is Simon Marsh, from New Malden in Surrey.

Dear Keith,
After I read your article in Octo-

ber's edition, I came to the conclusion that adventure players are the best computer users — kind, friendly, and always helpful.

If the above is true, why are the software houses still releasing "unfriendly" games, e.g. *Mad Martha*? The most frustrating thing I have found about some adventures is the lack of save-game facility. This really does make me mad. The writers should endeavour not to let this fundamental operation be missing in any form of adventure.

I was upset not to see an Adventure page in the Year Book, though your Vesposian Affair was a consolation. I've not had time to key it in yet, but I'm sure it is a great game.

I must go now, the Dragon's getting hungry and wants something soft to eat!

Keith: Ooops! Vesposian hasn't a save-game feature! And has been described by my nearest and dearest as the worst Adventure ever written! (They find it too difficult!)

DETAILS

Level 9 Computing releases its high price text-based adventure with dated scenery and a wealth of puzzles. All games have over 200 locations and a save game feature, and cost £9.99 inclusive.

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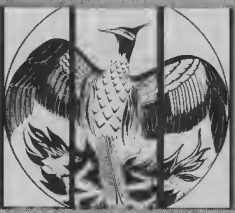
4. SNOWBALL The first of the series is a second in the trilogy. The game colour strip, Snowball 2, has been sabotaged and is heading for the sun in this game's game with 7000 locations.

THE LORDS OF TIME SAGA

7. LORDS OF TIME Out congratulations to Sue Gizzard for her superb design of this, the same level adventure in the tough line ages of world history. Chit to the ice-age, go home! with cave cave logic. What's on the Dark Ages, etc. etc.

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REVIEWS

Adventures which have a first response time are spectacular in the amount of detail and number of locations, and are available to casualists owners. Sorry, amazing! Soft Sept 83

"Colossal Adventure is included in Practical Computing as the best games choice for 1983. Packed and tough to beat. PC Dec 83

To sum up, Adventure Quest is a wonderful proper text-based game and challenging. If you like adventures then this one is for you. NUT issue 19

Dungeons Adventure is recommended. With more than 200 locations, 700 messages and 100 objects it will leave and delight!

Educational Computing, Nov 83

"Snowball Adventure is a game that comes not from scoring points but in exploring the world in which the game is set and learning about its details. The program goes to prove that the mental puzzle is concerned as by a good puzzle adventure can be far more vivid than the graphics available on home computers.

Which Magazine? Feb 84

"Lords of Time. This program written by Newcomer Sue Gizzard puts my favour in games and is an extremely good addition to Level 9's consistently good catalogue. As we have come to expect from Level 9, the program is a package with wonderful style - none of those boring. You can't do that message of highly recommended. PCW 1st Feb 84

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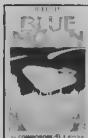
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By Jim Scarlett

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INVADERS

AE by Broderbund is a 3D game which loads each detailed scene from disc after playing a selection of wonderful little dummies. A band of six alien invaders then dart in front and behind objects on the screen in a very acceptable manner. To continue through the game, you must kill three complete sets of aliens.

Bandits follows a much more standard screen format. The game itself is not totally enthralling, but it is an excellent game in terms of graphical presentation and the final touches incorporated are magnificent.

When the game begins there is a small spaceship on a lunar surface ready to fly off from a launch pad into infinity. A small astronaut transport vehicle bounces its way off the screen and the spaceship launches, reeling the title page onto the screen.

However something is wrong! There is an apple sign by the word Bandits. But fear not! A termite runs onto the screen and in a flurry of activity eats the apple to the core, leaving only an Atari sign behind.

Throughout the game there are nice details like this — putting this game a cut above the rest. Bandits is a must for Atari owners with a liking for Galaxian style games



FLIP AND FLOP



POLE POSITION



BLUE MAX

PINBALL

One of the most realistic simulations that computers can create is Pinball. Several great software authors have risen from pinball simulations, Bill Budge being the best known. Bill's Raster Blaster pinball simulation is now regarded as one of the landmarks in software. True to the tradition of Raster Blaster, Pinball Construction Set is the most sophisticated piece of software available. Based on Smalltalk, a variation of a man-machine language, it is entirely graphics controlled and enables construction of any pinball table conceivable. It is an essential part of the Atari software collectors

lot, and at £30 it has to be about the best value program available.

Night Mission is Sublogic's offering, from the author of Flight Simulator on the IBM PC now available for the Atari as Flight Simulator. Its unusual qualities are that over 40 variables can be altered and that the sound comes solely out of the keyboard speaker and doesn't sound too bad at that.

For the cassette player owner, this is the best buy, unless you can contact Synapse Software in the States and get hold of their program Slam Ball, which again is innovative in its concept. Although I have never seen it in the flesh, the message through the grapevine is that the screen scrolls around following the ball.

David's Midnight Magic and Raster Blaster are very similar and both of these excellent games, along with Night Mission, are included as playable demonstrations in the Pinball Construction set.

WAR GAMES

There are many followers of War Games who play on paper maps covered by hexagonal patterns with cardboard pieces. These games are easily converted to computers. As a result there are many War Games available, but they are more prolific on the Atari than any other machine.

The three War Games I would recommend are Operation Whirlwind, Eastern Front and Legionnaire. The latter two are by Chris Crawford, a master of scrolling games and co-author of *De Re Atari*. All of these games scroll and have highly detailed maps.

For disc owners, Operation Whirlwind is by far the most sophisticated and has the most elaborate title page I have seen. For those who prefer a little faster action, I suggest Legionnaire, supplied on cassette in 16k by Avalon Hill.

The last in my short list is Eastern Front, originally sold on cassette by Atari Program Exchange and then bought by Atari on cartridge in a very professional package with instructions in the form of a war diary.

ADVENTURES

Adventuring is an area of games playing taken to religious lengths by some and covers the largest range of titles available for the Atari. Due to the original nature of many games, several unlikely games will crop up in this section.

Pure adventure enthusiasts will know that there are two main adventure companies, Infocom and Adventure International. However, two British companies, Level 9 and Channel 9, are now producing very high quality adventures

The best value text adventure available is *Snowball* by Level 9 at £9.90 which has over 7,000 locations.

For those who enjoy defeat, a strong favourite is *Empire of the Overmind* by Avalon Hill, still a favourite amongst masochists and members of Mensa alike. If you believe in doing three impossible things before breakfast, then pop out and get one today.

The best Adventures available are those in the Infocom range. They supply the most intricate Adventures available. Each of their latest releases covers two sides of a disc and is supplied with large amounts of extra documentation such as ID cards, postcards, games boards and numerous testimonials. All are supplied in intricate packaging and have the professional air of a best-selling record album.

Interaction is in a dialect as close to English as you are likely to see for some years. Full conversations with characters is encouraged and the world in which you play seems boundless.

It is now possible to buy blueprints of buildings, maps of the underworld, t-shirts, brass lanterns, clues in invisible ink, posters, almost everything an Adventurer could need.

The games they have released are the Zork trio, *Deadline*, *Starcross*, *Witness*, *Suspended*, *Planetfall* and *Enchanter*.

If you own a disc drive, then buy the latest Infocom game whatever it might be. I guarantee you won't be seen again for months.

Beginners or those with limited memory (all you 16k 400 owners) will find more joy with *Channel 8*. These are relatively easy — by Infocom standards — but very enjoyable and reasonably cheap.

For the Adventurer who wants to play classics, the Adventurer's guru Scott Adams, offers very humorous adventures through *Adventure International*. Two modern classics released by *Adventure International* are based on *Frogger* and *Pacman*. *Preppie II* and *Preppie III* written by Russ Weimore, also set new standards in software quality and will be mentioned later.

For those who prefer graphics in their life they can turn to the offerings of several companies. Technically, *Sounds of Egypt* is by far the best graphic adventure available — the pictures are highly detailed and animated with scrolling clouds and bouncing camels. However, it is so incredibly difficult to converse with and impossible to complete that it is barely worth playing let alone buying.

The Scott Adams series is now available in graphic format, called *SAGA's*. I'm sure they will soon become famous for their incredible flickering graphics. In order to achieve multitudinous colours, the programmer has timed the colours to flick every 60th of a second for the television system used in America. The desired effect however fails

horribly on the British system. If you are not friends with your local optician then don't even consider it!

The most enjoyable graphic Adventures I played were the *On-Line Sierra* series. Special interest should be directed to the *Dark Crystal*, my suggestion for the best graphical adventure.

Synapse Software are to arcade Adventures what *Heinenken* is to larger *Shamus II*, *Pharaohs Curse* and *Necromancer* are their best releases in this line. I recommend all of these, my own spot being towards *Necromancer*. The animation on all of them is superb, the control over each is very well thought out and the graphics are beyond compare.

For those who prefer to spend a more reasonable amount on a game, then *Lone Rider*, the latest release by Atari costing £15.00, is perfect.

It is one of the few programs available that plays music while loading and is a very professional three part action adventure, written by an English programmer, Justin Whilaker.

ARCADE

The official *Frogger*, by Sega, always looks good. However, there are now two official *Froggers* for the Atari, one from America and the other by our very own Parker Brothers.



NIGHT MISSION

I can see no difference between the *Online Sierra* disc version and that from Parker Brothers. Both are perfect copies of the arcade game and are immense fun.

One other striking example is *Preppie I* by *Adventure International*. Although innovative at the time, it is now rather average and I find the movement sluggish. I confess to enjoying the tunes it plays as you run over.

Dig Dug is, in comparison, a new release in the arcades. To date I have found four versions of the game: *O'Reilly's Mine* by *Datasoft*, *Diamonds* by *English Software*, *Antester* and *Dig Dug* by Atari.

Dig Dug from Atari, is my personal favourite, mainly because I find it relaxing. The documentation explains every action of the game to the full. *O'Reilly's Mine*... well, what can you say about it, race title page, shame about the game. *Diamonds* by *English Software* digresses too much from the original for me and I find the graphics tedious and the game laborious. However for £10 it is reasonable. I'm afraid I just don't like *Antester*.

A game I did enjoy in the arcades was *Q*bert*. There are now many versions of the game available and of these I have collected the best three.

The most accurate version presently available is *Pharaohs Pyramid*. It is also part adventure and I found it a very satisfying game to play.

Flop and *Flop* is brought to you by the people who brought you *Astro Chase*. It is a wonderful piece of animated graphics, played on a scrolling 3D chess board on several levels.

Just as by the author of *Kid Grid*. It is very shock, but I found the playfield tediously small and the goals to be

continued on page 122

LOWDOWN ON THE SOFTWARE

PROGRAM NAME	MANUFACTURED BY	RAM K	FORMAT	XL COMPATIBLE	PRICE £
Bandits	Sirus	48	D	N	23.95
AE	Budabond	48	D		24.95
Rasta: Blast!	Unidac Co	32	D		21.95
Pebble Construction set	Electronic Arts	48	D	N	29.95
Solitaire	Solitaire	32	CD		21.75
Divide Midnight Magic	Budabond	48	D		21.75
Destruction Whirlwind	Budabond	48	CD		24.95
Easton Front	Atari	16	R		28.95
Legionnaire	Avalon Hill	16/24	CD		13.25/28.75
Infocom	Infocom	32	D		25.75/35.95
Scott Adams Adventure	Adventure Int.	24	C		14.95
SAGA's 1 to 5	Adventure Int.	48	D		24.95
Snowball	Level 9	32	C		9.90
Empire of the Overminds	Avalon Hill	48	CD		17.75/23.95
Sands of Egypt	Atari	16	D	N	28.95
Dark Crystal	Datasoft	40	D		27.95
Shamus Case II	Synapse Software	32	CD		24.95
Pharaohs Curse	Synapse Software	16/32	R/CD	N	29.95/24.95
Necromancer	Synapse Software	16/32	R/CD	N	29.95/24.95
Lone Rider	Atari	16	C		14.95
Frogger	Sirus Online	16/32	CD		22.75
Preppie I	Adventure Int.	16/24	CD		19.75
Dig Dug	Atari	16	R		28.95

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achieved too high.

Parker Brothers have bought the rights to Q*Bert and if they follow in their present tradition they will release a perfect arcade copy.

Pacman is a huge area now. However, out of the silicon maze two playable versions stand out. For traditionalists, Jawbreaker is fast and the ghosts are very well created. However Preppie II by Adventure International, from level four onwards, is a much more enthralling prospect with all the usual professional grace of a Russ Wetmore game.

Other notables include Ghost Hunter, Pacman, Ms Pacman, Tumble Bugs, Mousekattack and K Razy Antiks - a novel digression.

Scramble and Defender games have been popular since their conception in '81. Usually any game with a flying battle wagon on a scrolling landscape is thought of as one of the two - that's how I think of them anyway.

This is another area in which Synapse Software rules. Mike Potter is their leading programmer in this field and his mastery of horizontal and vertical scrolling is stunning. Titles to his credit are Protector (versions I and II), Shadow World and Nautilus.

By far my favourite by Mike Potter is Nautilus, because of the excellent selection of colours, the slick scrolling and the deep bassy tune it plays on the title page. For this novel game to be really enjoyable, two players are needed. The computer is well above human skills and gets very depressing very quickly.

Both Nautilus and Shadow World scroll different sections of the screen in different directions and each player can appear at two places on the screen.

Shadow World is very close to Defender, the major difference being that the invading aliens descend in Battleships and then pour out.

The objective is to destroy the bases when their defences are down and before they land. This is an excellent one or two player game, although it takes some time to relate the rules to the game. It's one of these games which grow on you, but I can envisage it getting dull after a while.

Protector II places you at the controls of a Needle Fighter as the heroic

tarisoft



saviour of your home planet. It is a rather boring theme for a rather boring game - not as enjoyable as Protector I.

Perhaps the best scramble type game available is Fort Apocalypse. It is 32k, but it utilises fine scrolling and very large sprites.

The hardest Scramble game I have found is Sea Dragon by Adventure International. It is ridiculously difficult, but it is possible to skip levels by inserting a joystick into port 4 and pressing your fire button.

Adventure International are reported as saying that it is made that difficult to give long lasting value for money and challenge. My personal belief is that Russ Wetmore is a sadistic and cruel programmer. Those who liked Preppie! and Preppie II and want a Scramble game, then Sea Dragon will be for them.

Purists will find Airstrike and Airstrike II very enjoyable. For me they just

hit the spot. Both are by English Soft ware for £14.95 - a meagre price for such excellent games.

Atari also have a version of Scramble, which is now well known. Caverns of Mars is a poorly made, roughly finished, overpriced game with little resemblance to the original, a difference which works negatively!

I place a warning here. Caverns of Mars III has been released, called Phobos. It is a truly horrendous game - avoid it like the plague.

There are four particularly striking variations of Defender. Defender by Atari is the best copy of the arcade game, and I personally prefer it to another strong contender Repton. However, many of these who helped me to compile this article preferred Repton. The final decision is based on personal opinion and whether or not you have a disc drive.

Sky Blazer is rather loosely based on both Defender and Scramble. It involves undertaking several totally impossible missions. The graphics are boring and the scrolling is very jerky using none of the built-in scrolling facilities - I loathe this game.

Choplifter also uses software scrolling, however it is very smooth and there are many reviews around. It is overall a very well produced game, available on both disc and cartridge.

OTHER BITS!

The remainder of this section covers various miscellaneous themes. Pogo-man by Computer Magic is a smashing little program. You play the part of a public service employee who turns out the street lights during a black out from a pogo stick. It does, however, boil down to bouncing over the various objects which scroll towards you.

On later sheets you must jump over cats, ducks and a unicornist whilst avoiding the killer parrot. Throughout the game a very relaxing tune plays continually preventing you becoming frustrated - rather like a sedative.

A novel approach to scramble was adopted by Zaxxon and the Synapse spin-off Blue Max Zaxxon, like many of the arcade copies on disc and cassette, is licensed to Datasoft. It is a very close copy, especially the disc version, and although pretty, neither the disc or cassette versions feels like the arcade game. It was also evident that the program was not fully debugged, with what can only be described as glitches at the top and bottom of the screen.

Blue Max turns you into a British Fighter Pilot flying over the front line to destroy three prime targets in a German city.

The first few hits on your plane from ack-ack or enemy bi-planes knock out your manoeuvrability, machine guns, bombs or fuel tanks and finally you dive

out of the sky, crashing into the ground

Every few miles you must land on an airstrip then take off. To progress through the game you must bomb primary targets marked by the computer

The game can continue for up to an hour, although you only have one life with such ratings as Kamikaze Trainee. From its stunning title music to its final, definite crash, this is a marvellous program which must go down on my short list very near the top

It is pointless to point out that the best copy of Donkey Kong for the Atari and probably any computer is the cartridge version of Donkey Kong by Atari. It is modelled on the American version of Donkey Kong and so may seem slightly different in its screen layout and the order in which screens appear

All this follows on the recent tradition by Atari for a move towards as close a copy of the arcade original as the computer's hardware will allow

A game soon to be released by Atari is Jungle Hunt — already available for the VCS. This multi-stage game follows the exploits of an explorer attempting to find Jane and release her from the cannibals. The graphics routines are very complex, especially the co-ordination of player missiles with the screen memory. A review of this game will appear in this magazine at a later date. Donkey Kong Junior is also planned for release soon and, although I have not seen it yet, but it should be good. For those who already have Donkey Kong, this is the perfect sequel. However, I find the arcade version impossible

Rather like Michael Jackson's album Thriller, Miner 2049er has been in the top ten sales for the Atari for months. This was a first attempt at a game for the Atari by Big Five, a leading software house for the TRS-80. This game has been reviewed by almost every magazine available, and highly acclaimed by all.

Its huge sales have led to many spin-offs for other machines and Bounty Bob now returns in Miner II, called Scraper Caper. It should soon arrive in this country if you don't already have the game, then buy it.

For those who cannot afford such expense, then Leggit is an excellent game at only £5.80. It includes an animated title page multi-channel music and all the other features you would expect for an Atari game. The game rates as the best value game for the Atari. I hope that Ultimate Play the Game will follow Imagine's lead and release some of their excellent Spectrum games for the Atari at £5.80

Leggit is almost as demanding as Space Demise (now available for the BBC as Corporate Climb through Dynabyte). This game is very simple. You must run your spy between ascending and descending lift-like objects, finding clues and, as each end of the screen is reached, you rise a level to the next ramp. The game is very demand-

ing and I find a Kempston Competition Pro-Joystick perfect. At the top of each screen you are given a piece of code and eventually, after completing eight screens, you decode the message and send it off to Penguin Software

The program plays tunes continually and has options for keyboard, joystick and paddle play. I have played this game almost continually for a month and enjoy it immensely

Recently released was The Spy Strikes Back which is a graphical adventure as opposed to a version of Donkey Kong. Again it is an excellent game.

Perhaps the most appreciated game in my collection by all players was Mountain King by CBS (previously K-Byte)

After pressing start, the adventurous player dances to Grieg's In the Hall of the Mountain King from the Peer Gynt Suite, until start is pressed again. To continue the game, the player must collect 100 diamonds from a choice of thousands scattered liberally around



the screen before moving on to the next stage

When all these have been collected the player must search for the magic flame. As you approach the flame, a background tune increases in volume. The flame flickers, occasionally, but it is not visible and you must use your torch to find it

The final task is to leave the mountain avoiding the King's minions while more bars of Pier Gynt are played, increasing in speed all the time. The game involves a great deal of scrolling and has splendid animation of all characters, especially the Arachnid who patrols the floor of the subterranean kingdom. The tunes are complete utilising many of the octaves available on the Atari. This is another of those 'must-buy' games.

Electronic Arts entrant is Hard Hat Mack. This game utilises the entire 48k available for the Atari, and is only three screens. It uses mode eight graphics, hoping to use artifactual. Unfortunately, in the UK it is black and white. If it were not for this problem, the graphics would be very detailed. It is packaged in a very well produced folder including interviews with the programmers

Last year, the Computer Game of the Year award didn't go to any of those arcade hits like Pacman or Defender as it had in previous years, but instead it went to Wayout, an incredible 3D maze game.

Wayout's graphics are terrifyingly fast and smooth, with a choice of 26 unique and claustrophobic mazes, ranging from open, spacious mazes to tight and narrow uterine ones. There are gales blowing through many, which send you off course and eventually result in your failure

To hinder you further, the Pentangle appears (a vertically rotating rectangle) whose playful antics centre around annoying you by stealing your compass and map marking equipment. This equipment is used for displaying a top view of the expanding maze as you explore it.

Wayout, not surprisingly, is a 48k disc based game, but for those of you with unexpanded machines, be frustrated no

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LOWDOWN ON THE SOFTWARE

PROGRAM NAME	MANUFACTURED BY	RAM K	FORMAT	XL COMPATIBLE	PRICE £
D'Neily's Mine	Datasoft	16/32	CB		21.45
Diamonds	English Software	16	CD		8.75
Flop and Flop	First Star Software	32	CD		24.95
Juice	TC Software	32	CD	N	19.95
Pharaoh's Pyramid	Mesta; Control S'ware	16/48	CD		24.95
Preppie II	Adventure Int	16/24	CD		24.95
Jawbreaker	Software Online	8/16/32	R/CD		22.95/19.95
Pacman	Atari	16	R		28.95
Ms Pacman	Atari	16	R		28.95
Tumble Bugs	Datasoft	32	D		19.95
Mousk Attack	Software Online	32	D		21.95
K-Rezy Antiks	CBS	16	R		23.75
Protector II	Synapse Software	32	CD	N	23.95
Shadow World	Synapse Software	32	CD	N	19.95
Nanobits	Synapse Software	16/32	R/CD		29.95/25.95
Fert Apocrypha	Synapse Software	16/32	CD		19.95
See Diagram	English Software	16	CB		6.75
Auradine	English Software	16	CD		9.95
Auradine II	Atari	16	RD		29.95/25.95
Cavans of Mars	Atari	16	R		28.95
Defender	Sims	48	D		28.95

Atari soft

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longer. From the makers of *Wayout* comes an equally incredible game called *Capture the Flag* on an 8K cartridge. It is effectively an action version of *Wayout* with music, enabling up to two people to play.

The purpose of the invader is to get to the exit, avoiding a fatal encounter with the defender. The defender must destroy the invader by slamming into him. The graphics are as stunning as *Wayout's*, if a little slower.

ORIGINAL GAMES

The remainder of the article is devoted to original games which do not come under any of my artistically oppressive classifications.

Other than action adventure games, Synapse are well known for releasing totally original game concepts. Of the games they have released, the two most easily available are *Panic Paranoia* and *Clam Jumper*.

Panic Paranoia is the most novel of the two and plays a very good rendition of 'Flight of the Bumble Bee' from the *Carnival of the Animals*. Soon you'll be able to spot a computer user by whether or not he whistles Beethoven when he's happy.

The title page introduces each character by name as they walk, fly, crawl or slide onto the screen, whilst George uses code to spell the name of the game, fly swatter in hand. In the game, you protect your food from the ants who crawl on to steal your booty. You have to protect the food on the tables with the aid of a fly swatter and occasionally a can of insect killer which acts rather like a bomb.

To aid the ants, however, is their secret weapon, the deadly wasp which, I might add, soaks with wonderful finality. Overall the game is rather lengthy and not fast enough.

Clam Jumper only works as a two player game and only then if both players are evenly matched and violent. Basically it is a variation on *Boot Hill*, varying only in that it involves collecting gold, converting it into cash and then

storing it in the bank. The game became boring very quickly and now I only play it to listen to the music.

About the latest release from Synapse is *Dreih's*, a very silly game. The first phase of this two phase game is based on a board of rotating fences which must be moved to form squares.

Preventing you is *The Face*, a striped maggot and an evil monster which has the dastardly task of destroying your squares. The maggot moves around the edges of the screen, shooting into the central play area and unleashing bullets which rebound around the maze area of fences.

Occasionally a girl's face will appear in one of the previously built squares. This is your cue to dash to your heart's content to receive a slobbery kiss! Eventually when you have completed as many boxes as is possible, large numbers of Dreih's will appear in the boxes. You must then run into these squares to continue to phase two.

Here all you need to do is to avoid

The Face while collecting Dreih's and transporting them to safety — in other words run over the creatures which look like you in a frantic dash. Overall this is a great game to play although progressing through the levels is slow.

To date, Atari's most astonishing game is *Pole Position*, the well known 3D car racing game taken from the arcades.

On the first track, you have to set a fast time to get a good position on the grid for the main race.

The secret to the game is the fast realistic action, the thrill of screaming around corners at 160mph while avoiding the other cars on the track. If you are only going to buy one game, then this is the one you should get. I may be repeating myself here, but I promise this is the last time I will say it (he said nose growing with every utterance).

Also from Atari is *Tennis*, very similar to the Activision version on the Atari VCS. I personally loathe the game, particularly as I am continually thwarted by the vindictive attitude of the computer opposition. I have won three points out of four full games.

For those of you who like chess, *Sargon II* answers all your needs. As well as being able to play a good game of chess, you can also start the game from any position. This is useful for solving newspaper chess problems. There is a choice of levels from novice (which beats me every time) to expert.

*All the prices quoted are those charged by Silice Shop from whom all the games included in this article are available.

LOWDOWN ON THE SOFTWARE

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Sky Blazer	Brindabund	48	D	22.95
Cheptiles	Brindabund	16/48	RD	22.95/23.75
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Zaxxon	Datasoft	16/48	CD	25.75
Blue Max	Synapse Software	32	CD	22.95
Donkey Kong	Atari	16	R	28.95
Myster 2045e1	Big Five Software	16	R	21.75
Scorpio Cape	Big Five Software	16	R	25.95
Leggit	Imagine	16	C	5.45
Spies Demise	Penguin Software	32	D	14.95
The Spy Strikes Back	Penguin Software	32	D	14.95
Moonman King	CBS	16	R	24.45
Hard Hat Muck	Electronic Arts	48	D	25.95
Weyant	Sonus	32	D	25.95
Capture the Flag	Sonus	16	R	USA
Clam Jumper	Synapse Software	16	R	R 29.75
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Dreih's	Synapse Software	32	CD	N 22.45
Pole Position	Atari	16	R	28.95
Tennis	Atari	16	R	28.95
Strip Poker	Artwork	40	D	USA
Sargon II	Hayden Publishing Ltd	16	CD	USA

FORMAT D = Disk Based C = Available on Cassette C = Cartridge

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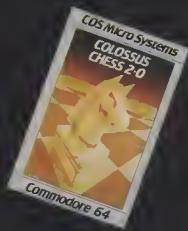
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VEGAS INVADERS

The CES is the largest electronic trade fair in the world — about five PCW shows rolled into one! It's not just all computers either — the CES features everything from fridges to car stereos.

Although the CES is a good opportunity for reporters to find out what's new for the coming year, the main business is about selling. Every hotel, motel and guest house in the city is booked weeks before the show by buyers from all over the world. It is make or break week for the manufacturers — a poor performance at the CES may well mean that a new product is shelved and never find its way into the shops. But C&VG was there to look at new developments in the games world. So what's new for the gamers fan?

This CES was the turn of the American software houses to steal the show. For the last three years it has been dedicated video-game specialists like Atari, Activision, and Imagic who have stolen the limelight with their award-winning video-games and white-hot programmers. But no longer.

The new glamour names in American electronic games are software companies like Synapse, Brotherbund, Data soft, and Electronic Arts.

One day I was sitting at my desk quietly dozing when I was suddenly shocked out of my daydreams. What? You want me to go to Las Vegas, USA to report on a computer fair! That's right folks — the Editor finally flipped and sent yours truly on an all expenses paid trip to the Consumer Electronics Show in America.

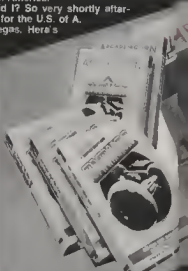
Well, I couldn't pass that up could I? So very shortly afterwards, my bags all packed, I set off for the U.S. of A. and the dream town that is Las Vegas. Here's what I found there...

Now let's take a look at some new titles from these rising software stars.

It had to happen — JR has finally bought his way into the computer games business. The Dallas badboy will soon be topping the bill in his own computer game. If you've always thought you could outwit TV's most devious double dealer, then this is your chance to try as the action takes you inside the Southfork ranch and into the jungles of South America in pursuit of the black stuff. *Dallas Quest* will be available from Datasoft on disc and cassette for Atari computers and the Commodore 64.

Other newbies in the pipeline from Datasoft include the first officially licensed Bruce Lee Kung Fu game!

O'Reilly's *Mine* offers variations on the theme of prospecting for precious



metals and clocking up points on your computer.

Epyx, of *Temple of Asphai* fame entered the show with a fistful of new titles. A strong sports theme was evident in titles like *Summer Games* and *The World's Greatest Baseball Game*.

Any new *Epyx* title is watched closely in the States especially since the chart-topping success of the company's games — *Jumpman* and *Pitip* last year.

No software house set the pace in 1983 more than Synapse with smash hits like *Zaxxon*, *Fort Apocalypse* and *Blue Max*.

Once the legal wrangle stopping the import of Synapse games has been resolved, lucky Atari and Commodore 64 owners can look forward to *Dimension X*, which boasts 3D-style graphics even more impressive than *Zaxxon*. Two other forthcoming goodies are a totally new personal fitness program called *Relax* — no it has got nothing to do with the record — and what Synapse describe as "a step beyond the *Adventure* games of the past — to the new range of Synapse electronic novels." Can't wait!

The most interesting of the newcomers to the CES were Electronic Arts — a company with a whole lot of hype — but some good new games as well.

Pebble Construction Set — already reviewed in *C&VG* March — enables you to design your own pun table by dragging the various play mechanisms around the screen with the joystick. *Acheron* is a strategy war game based on Chess, and *Hard Hat Mack* is an arcade-style climbing game.

Electronic Arts games are for the

Atari computers and the Commodore 64, on disc only and come distinctively packaged in record-like sleeves.

Most of the software houses in the U.S. are now concentrating on the Commodore 64, Atari computers, the IBM PC, and Apple as these machines represent the largest market. The Sinclair scene is very flat in the U.S. with just one piece of British software — Melbourne House's *Penetrator* — attracting the occasional player on the Timex Sinclair stand.

Quicksilver were the only British software house to have their own stand at the CES which served as a sort of clubhouse for British journalists and buyers visiting the show.

The only really good news for Spectrum owners to emerge from the show is Sega's decision to license Thorn EMI to produce their titles under licence in the UK.

The wealth of hit arcade games in the Sega range promises a real treat for Spectrum owners with titles like *Zaxxon*, *Turbo*, *Back Rogers*, *Congo Bongo* and many more.

Sega titles for the Spectrum will be matched in the summer by "name games" from Parker Brothers and Atari — which all adds up to tough competition for our own home grown Spectrum software.

Another software show-stopper was Broderbund's *Lode Runner* — a game which has topped the charts in the U.S. for the last six weeks.

HesWare's stand attracted the auto-graph hunters as Minnesota Fats — the famous American pool player — was demonstrating his Pool Challenge game and taking on all comers.

Another personality attracting attention was Mr. Adventure himself, Scott Adams — drawing the crowds to the *Adventure International* stand.

Dorcas of Penhouse Pets also attracted a lot of attention at the show — handing out signed photographs of themselves. What's this got to do with computer games, I hear you ask? Not a lot really! But if Nadine should ever read this...

Something else which didn't have much to do with computers caused more than a flicker of interest — robots.

Robot is the current buzz-word in consumer electronics. Try saying robot to a computer journalist, publisher, buyer, or self-appointed 20th Century H. G. Wells and watch his eyes light up and mouth start salivating as he prepares to relate his now well rehearsed theory about how these mechanical beings will be answering the door, doing the washing up and telling jokes in every household in the country before the turn of the century.

The ones which you will probably be aware of already are *Topo* and *Fred* from the American company Androbot. Both these robots recently went on sale in the UK.

Topo is the deluxe model who can walk and talk but, if you want him to do anything else, you'll have to wait for the add-ons.

Fred is a toy. Fun — but not as much fun as say — *Scalextric*, *Action Man* or a *BMX* bike!

I could go on to tell you about my hazardous journey back home from Vegas, getting stuck in Dallas and having to explain why I was a day late back at the office still clutching an auto-graphed picture of Nadine the Penhouse Pet. But I'm afraid that's all we've got space for!

By Eugen Lecey



Personal robots

were all the rage in Vegas.

This is *Topo* (right) from *Androbot*

— available now in this country!

Above: left to right, Parker Brothers sold the arcades to bring you *Gyruss* — a version of the *C&VG* arcade championship game. Another version of an arcade classic —

Star Wars — again from Parker Brothers. I.R. on your microl! Yes

really. The world's first computer soap opera! Datasoft's adaptation of Steven action-packed arcade game *Lost Tomb* shortly to be seen in this country.



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SHUTTLE-BBC

Let's start with another bug that I've just noticed crawling from deep within the pages of February's book of games.

Shuttle for the BBC, on page 45 lost a character at the end of line 540. Tune, for future reference, is equal to zero. (TIME-0)

ATARI 600/1200

Atari listings have been causing a lot of problems with the introduction of the new 600 and 1200XL models. I've been getting calls recently from readers asking whether programs written for the 400 or 800 will run on the newer models.

I've actually spoken to Atari myself and was told that there should be no problem, on condition that only normal programming practices are used.

Although a new operating system is used in the 600, all pointers remain the same. This means that POKES to the character set or to the Player Missile Graphics are the same.

However, some clever programmers use their own routines to bypass the way the Atari's operating system sets up functions. In these cases, where jumps are made straight into the Atari's ROM, there may be some problems.

Meanwhile, if you've ever wondered what Australian programmers have to put up with, type POKE 755, 204 on your Atari to find out.

PLAY IT AGAIN

Someone called R. Timothy from Rumney, Cardiff, writes in with some useful addresses for restarting some of the Acornsoft games on a BBC B after you've pressed BREAK.

If you've interrupted your game of Rocket Raid, then there's no need to re-load it — just type CALL 678, press return and then press space. The same goes for New Snapper, but change the 678 to 687. To restart Killer Gorilla, CALL 6135, press return then press escape.

QWARRK — 64

Planet Qwarrk for the Commodore 64 from February's issue suffered from some unclear printing at the end of line 440. The colon (:) before the final 'F' should, in fact, be a semi colon (;).

DIY REPLIES

Here's a way of cheating on Superior Software's Q*Bert for the BBC B. When the computer asks you for a skill level, press BREAK and ESCAPE together. Then type this line:

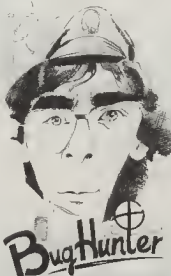
4017 VDU "CHARI%:SOUND 1,155-
(FY% 1%), 1NEXT: IF MEN%-1000
THEN 5000 ELSE 3015. Then type RUN,
and you now have over a thousand lives.

This naughtiness comes from the pen-

(well, typewriter ribbon actually) of Damien Rew from Balcombe, West Sussex. Damien ends his letter by asking why there isn't a top 10 ecore section for the BBC. Well, Damien, I think you've just answered that one yourself.

YEARBOOK REVISITED

Returning for one brief moment to the Yearbook, line 16910 of Vesposcan Affairs for the Atari should end in J=1.



Write to me at Bug Hunter,
Computer and Video Games.
Dunmoot House, 8 Herbal Hill,
London, EC1R 5EJ. Or phone
me on 01-278-3881.

SPLATTING BUGS

Here's some news of a possible bug in best-selling Splat for the Spectrum for Incentive Software. Whenever you score 50,000 or more, says Gregor Rankin from Belfast, the machine crashes just after generating the hi code.

If you've had this problem with your copy of the game, then let me know. It may be a lousy batch of tapes, or there could actually be a bug in the program.

IMAGINARY BUGS

Ross Scott writes from Burghfield Common near Reading about Imagine's latest pride and joy, Stonkers. I have yet, he says, to complete a game owing to the program's crashing. It leaves a

coloured, flashing square on the screen and further play is then impossible.

Well, Ross, I've spoken to Imagine and was told that there was a fault in one of the machines used to produce the first batches of Stonkers. They managed to track down most of the faulty copies but there could still be a few left. The game has been tested heavily, they assured me, but because it's so complex there may still be some bugs lurking deep within the code. If you find one, please let me know.

Imagine was quick to point out that all of their games carry a lifetime guarantee. Quite what that actually means I can't be sure, but if you have a problem with your copy of Stonkers and you're still alive then send it back to Imagine in Liverpool and they'll rush a fresh copy as fast as the local postman can walk.

VIC SCREENS

Roger Walkden from Park Road, Beckenham in Kent writes in with a useful Vic 20 tip.

If you POKE 36896, 1 the entire screen will move to the left. Change the 1 to an 11 to return to the centre, or change it to 23 for the right hand side. Anything larger than 23 will make the screen start to disappear off the edge — and by 61 it's all gone.

LUNAR JETMAN

I've also had a few letters about Lunar Jetman from Ultramate. Approaching the alien base in your buggy sometimes causes the program to crash. Ultramate says that there may be a faulty batch of tapes — if you think you have one of them, they'll replace it for you if you return it. No doubt they'll refund your postage as well.

WRITE THROUGH MICRONET

There are now three ways you can get in touch with the Bug Hunter. As well as phone (01-278 3881) and letter, we've now joined Micronet 800.

If you're a member of the Micronet database then you can write to the Bug Hunter via Prestel Mailbox. My account number is 012786556.

I'll try to reply to every message within a day or so, but there will probably be certain times during the month when it will take a little longer. After all, I have to write this page you know.

MORE VIC BITS

Finally for this month, here's a few SYS numbers for VIC owners, courtesy of John Jones of Eastham, Wural.

SYS 234 is the same as pressing RUN/STOP, RESTORE, SYS 64802 simulates switching the machine off, and instead of using "PRINT" with a CTRL key to change colour, use POKE 646,0 for black, 1 for white, 2 for red and so on.

BY ROBERT SCHIFREEN

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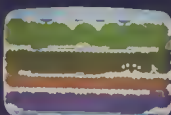


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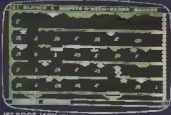
CAVENRUNNER 52K by Martin Casley

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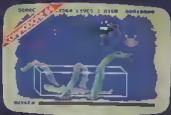
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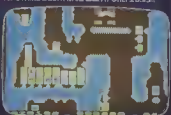
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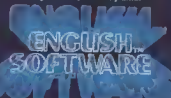
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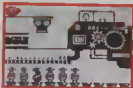
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GRAPHICS

By Garry Marshall

MAKING THE MOST OF YOUR 64 PART 2

You can produce sprite graphics on the Commodore 64 and they can be very impressive. They are large so they can be highly detailed, they can be magnified both horizontally and vertically and they can be multi-coloured.

Unfortunately though, the Basic on the Commodore 64 provides no support at all for sprite graphics, and programs to generate sprites must consist of masses of PEEKs and POKEs to access the various registers in the Vic graphics chip that produces and controls the sprite graphics.

A sprite is 24 dots wide and 21 dots high. It is represented in the usual way by using a 1 for a dot that is "on" (foreground colour) and a 0 for a dot that is "off" (background colour).

Thus, it takes 63 bytes to store a description of a sprite, although the Commodore 64 allocates blocks of 64 bytes for them and then makes no use of the last byte. Up to eight sprites can be maintained at the same time.

The illustration shows a design for a sprite, and its description is included in the DATA statements of the accompanying program. This program maintains three sprites, all of which have the same shape but different colours.

The first problem that we have to face is where to store the sprite descriptions. We shall put ours in the cassette buffer, which extends from location 828 to 1033. If you do the necessary arithmetic, you will see that there is only room for three sprite descriptions here, but this is not a problem since several sprites can share the same description.

However, if you want to write a program that uses more than three differently shaped sprites, you must delve further into the mysteries of the Commodore 64 to find out how to make a sprite description that can be stored in a location that will not be affected by anything else than the computer may do.

Now we come to the part where we have to start remembering the large numbers which are the addresses of the Vic registers that control the various properties of the sprites.

The addresses in the following table are vital, controlling the colour and position of each sprite, and showing where the description of the sprites are stored. The sprites are numbered from 0 to 7.

To find where the description of sprite 0, for example, begins, the com-

sprite	location pointing to description	colour	X position	Y position
0	2040	53287	53248	53249
1	2041	53288	53250	53251
2	2042	53289	53252	53253
3	2043	53290	53254	53255
4	2044	53291	53256	53257
5	2045	53292	53258	53259
6	2046	53293	53260	53261
7	2047	53294	53262	53263

puter multiplies the contents of location 2040 by 64 to get the address.

So if we are to put the description of a sprite at the beginning of the cassette buffer, we must store 13 in location 2040 (with POKE 2040 13), since $64 \times 13 = 832$ is the multiple of 64 that gives the address that is nearest to the beginning of this buffer.

The X-positions and the Y-positions that are stored in the locations given in the table give the X- and Y coordinates of the top left corners of the sprites.

In addition to these registers, location 53269 controls whether the sprites are

on or off. Placing a 1 in bit 0 of this location turns sprite 0 on, while a 0 in bit 0 turns sprite 0 off. The other bits in this location control the other sprites in the same way.

When sprites meet each other, their priority, that is to say the way that it is determined which sprite remains visible, is determined by their numbers. Sprite 0 has the top priority, sprite 1 is next, and so on.

You will find a program for displaying and moving sprites below. It displays three sprites and when a key is pressed, it sends them off for a short journey.

```

5 PRINT "3"
10 FOR K=0 TO 62
20 READ B
30 POKE 832+K,B
40 NEXT K
50 DATA 16,0,0,56,0,0,40,0,0,56,0,0,56,0,0,56,0,0,124,0,0,
   84,0,0,124,0,0,254,0,1,255,0
60 DATA 3,255,128,7,255,192,15,255,224,31,255,240,
   63,255,247,127,255,252,255,255
70 DATA 254,255,255,254,248,56,62,0,56,0,0,16,0
80 POKE 2040,13 POKE 2041,13 POKE 2042,13
90 POKE 53269,7
100 POKE 53287,2 POKE 53288,3 POKE 53289,7
110 POKE 53248,52 POKE 53249,50
120 POKE 53250,52 POKE 53251,50
130 POKE 53252,150 POKE 53253,150
140 GET C: IF C$="" THEN 140
150 FOR K=51 TO 200
160 POKE 53248,K
170 POKE 53251,K+50
180 POKE 53252,J POKE 53253,J
185 J=K+100 IF J>255 THEN J=K
190 NEXT K
200 GOTO 140

```

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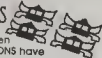
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MUSIC

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MUSIC

BBC owners who'd like to try their hand at a quick symphony or two can buy the Music package from BBC Soft.

The program works on either model Beeb, but is really pretty basic in its features. The introduction in the manual actually states that, because it runs on either model, the program has not taken full advantage of the commands available. The program has four different envelopes defined, and you can therefore play in four instruments. To enter a tune you place the notes on the slave on the screen. You can then play the tune or edit it. You can also insert it to tape to replay, or to insert, at a later date.

Unfortunately, the program only uses one voice of the computer so you cannot produce harmonies. This is quite a serious omission, which should really have been included in a separate version for the model B.

When loaded, the program asks for a command which can be any of seven. These are all accessed via the red function keys. Here you can do such things as edit your tune, play it, erase the tune in memory or change tempo and/or instrument.

Notes are entered onto the slave using the top two rows of the keyboard. Sharps and flats are available across just under two full octaves. Rests are entered with the space bar — you cannot enter the tunes in real time.

To edit a tune you can move the program's cursor over the slave. As it is moved across, the notes will play in turn. You can then either alter, delete or insert notes. The erase function allows you to delete the notes on one of

the three staves. You also have the option of erasing all three at once if you wish.

The Tempo command is used to set the speed at which the notes will be played. There are ten different settings which you can use. There are also four different instrument sounds to choose from. Although they're not really very realistic, it's certainly an improvement over similar programs running on a Spectrum. The four voices are organ, harpsichord, violin and piano.

The program comes with a reasonably understandable manual, and it's quite easy to use. Unfortunately, the lack of harmonies makes for pretty uninteresting music, but it's still quite fun. The graphics for the notes aren't too good either.

If you'd like to form your own opinions, then the tape will set you back £10. Well it is from the BBC.

MUSIC (BBC SOFT)

Performance	***
User friendliness	***
Presentation	***
Complexity	***

NOW GET IN THE RIGHT MUSIC MODE

MUSICMASTER

Budding Mike Oldfield's who'd rather stick with official Sinclair software can now try Musicmaster. Written by a company called Inguento software, it allows you to play and record tunes on the Spectrum.

When it's loading, the live music lines appear on the screen and the treble clef is printed at the start. The notes are crutch-ets, of which there are four to a bar. Once loaded there are two possible modes you can enter — keyboard or slave mode.

Slave mode allows you to enter notes on the slave in two octaves (a total of 17 notes), by pressing the appropriate letter on the keyboard — lower case for the lower octave, and upper for upper.

Keyboard mode lets you use

the top two rows of the keyboard as a musical instrument to play in real time. An overlay is supplied for using the program in keyboard mode. There are 10 white notes and seven black ones.

Whatever mode you are in it however you have chosen to enter the notes, you have the option of getting information on the characteristics of the music including pitch, duration, key signature.



nature and the like. As with the other Spectrum programs of this sort, length of notes is controlled by having a variable duration.

To create a tune you must give the program the required key signature. All notes will then be readjusted. Various keys are used to insert either a rest or a note, to delete a note, to print the slave to ZX printer etc.

You also have the option to play the tune at a chosen speed. If it's not quite perfect, then you can edit it, tabbing through the tune changing certain notes as you listen.

Once perfected you can record the data onto cassette to impress your musical friends with at a later date. The maximum length for a tune is one thousand notes.

Overall, this program is quite easy to use, and certainly gives more guidance and information than any of the others. It's impossible to create any wonderful effects, though, owing entirely to the Spectrum's hardware.

Musicmaster cost £9.95 and should be available in your local computer shop.

MUSIC MASTER

Performance	***
User friendliness	***
Presentation	***
Complexity	***

FACE THE MUSIC ON A DRAGON

COMPOSER

If you want to face the music with your Dragon, then you've a long task facing you with Microdeal's offering. The program may be pretty variable, but the method of entering the tune is rather long-winded.

The program called Composer, is what Microdeal calls a Music Compiler. This means that you have to enter all of the tune into the micro's memory at the start. The machine will then convert the whole tune into a playable form and will perform it for you. For this reason, there's no facility to play live, ie in real time.

The system does, though, exploit the Dragon's impressive sound facilities to the full. In fact, the demo tune supplied with the program was the best sound that I've ever heard from a humble Dragon.

The main part of the program is in Basic, which probably accounts for the total lack of anything approaching speed when it comes to compiling. Any way the tune is entered note by note into DATA statements within the Basic listing. The Dragon has four separate voices, and you must enter a value for each voice for each note. Even if you're only using a single voice you must still enter a rest for the



other three. This takes some time, but I can assure you it's worth it in the end.

Once you've entered all the notes into the program you type RUN. The menu then appears and you can select the option to compile the tune.

Compilation is, in a word, slow. In fact, it's very slow — around one note a second. The demo tune supplied was 232 notes in length and took just over three minutes to compile. Once you have compiled, you can select a

REVIEWS



different option and then just sit back and listen. The final result if you're willing to spend some time on it, can be very impressive. If you don't think you're quite up to Ludwig's standard yet, then you can enter the demos which are printed in the manual. Unfortunately, I didn't have a spare week to type one in, but if they're as good as the one on the tape then I'd be very happy (I'd also probably have very tired fingers).

To edit the tune is simple. You exit the program and can then edit the Basic program just like any other. Changing notes is therefore possible, but hindered slightly by the machine's lack of decent editing facilities. You can also save the program (and tune) this way, too.

The best way to judge such a program is by the final result, and I think it's great. And it costs worth the £15.00 charged by Cornwell-based Microdeal.

DRAGON COMPOSER

Performance	★★★★
User friendliness	★★★★
Presentation	★★★★
Complexity	★★★★

HOW TO CHANGE YOUR TUNE

SPECTSOUND

If you've tried or the Spectrum music program published in this issue then you could always try Spectsound.

As far as producing sounds goes the program is very similar. The middle row of the keyboard can be played like an organ, while two other keys are used to shift the octave up or down.

It's unfortunate that the Spectsound's sound capability is so limited without adding extra hardware. This program is written in Basic and the only sound possi-

ble is produced by the Beep command. It's possible to make different sound effects by using machine code subroutines in the program, but for some reason they're not included here.

Potentially the most exciting part of this program is the facility to record and edit tunes in the computer's memory and to play them back or store them to cassette. However, a limit of the machine's sound generator is that the program can only play one note at a time.

Recording is not done in what's known as real time. This means that you can enter notes only into the memory and not the timing. If you want pauses or long notes then you'll need to enter rests as well. This does have the advantage, though, of allowing you to play slowly and then play back at a normal speed.

The keyboard does not function as a true organ, with respect to the way notes are produced. What should happen ideally is that the sound is produced for as long as you have your finger on the key, and stops when you take your finger off. Doing this on a

this magazine!

If you'd like to compare the two for yourself, Spectsound is from PDQ software in Kent.

SPECT SOUND

Performance	★★★★
User friendliness	★★★★
Presentation	★★★★
Complexity	★★★★



COMMODORE IN GOOD VOICE

ULTISYNTH

The 64 has some very advanced sound features but no one has exploited them fully until now.

Ultisynth is a full synth package for the Commodore machine and requires no extra hardware. The computer keyboard is used for all effects and also for playing the notes. While it's not the ideal solution, it is cheap and works adequately.

The program comes on cassette and is complete with a comprehensive 50 page manual. The full potential of the program is beyond the scope of the manual and, although it details all of the system's functions, the only way to really get to know it is to sit at the keyboard and play.

Loading the tape takes just over seven minutes which gave me a little time to read the manual and to appreciate the complexity of the program. Once loaded, the main menu allows you to choose one of the seven options.

You're recommended to try option one first, so I did. This puts you into record mode where you actually enter your tune into memory. Unlike any other similar program I've seen for any micro, this allows you to play in real time. What this means is that, when you play back your masterpiece, not only will the notes be as you played

them but so will all the timing as well.

The alternative to this is called compose mode, where the notes will simply be played back one by one with a fixed delay between each. The delay can be set by the user. This program has a compose mode as well.

Playing from the keyboard uses voice one while voices two and three are for pre set rhythms and accompaniments which you can program and then play along to. It's possible, and it's quite fun, to have all three voices playing at once.

Obviously there are facilities to set different waveforms for each voice, alter the envelopes and add special effects like glide. Then there are pulse wave and pulse width commands, and to pass filters and layering of voices. You can also synchronise the voices. When you've worked out all that, you can progress to modulation, pitchbending (sounds like a sport) and more clever stuff.

And when Symphony Number 1 for Three Commodore 64s is complete, you can save the whole thing to tape in a form which the computer will reload.



at a later date, just in case you discover you've left two consecutive fifths together. (That's a musical term, by the way!)

That's not all. There's a lot more in the manual, and there's plenty that isn't, too. You'll discover so much by just sitting at the machine for a few hours. And the final results are pretty impressive, too.

This is certainly highly recommended for serious music enthusiasts and budding Beethovens everywhere.

Ultisynth runs on a Commodore 64 and is produced by Quicksilver. It costs £14.95.

ULTISYNTH

Performance	★★★★
User friendliness	★★★★
Presentation	★★★★
Complexity	★★★★

MOSAIC

MOSAIC

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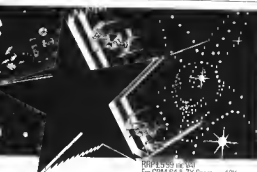
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BACK again folks! I have to admit to a few hiccups in the Book of Games in the Feb. issue.

The shuttle program for the BBC micro caused some headaches. Line 540 should read REPEAT UNTIL ADVAL(0): TIME=0 and not TIME= as we printed. Electron owners came in for a bashing on the Front Gunner listing. The bugs overrid themselves and we messed part of the game, but we've got a corrected listing ready, so just send a stamped addressed envelope to us and please mark it 'Front Gunner'.

IF for any reason you want your Spectrum checked to see if an upper case letter has to be entered in your program, here's the answer. Just replace INKEY\$ with LETAS=CHR\$(PEEK 23556) and then check the letter with IFAS="S" THEN GOTO 100.

Mr Edwards of Wrexham has also sent Program Extra a tip that lets the computer wait up to three minutes for a key to be pressed. LET T=7997-USR7997. The variable T is length of time in fiftieths of a second.

This is particularly useful for pages of instructions where the user can move onto the next screen once he's finished reading.

THE Quantum Leap — the new Sinclair personal computer — looks set to repeat the performance of the Spectrum and ZX81. Sinclair have begun a new approach to home micros. The QL signals the end of the race to produce the cheapest colour computer and a move toward producing more 'professional' computers.

It's not that many years since the most a home micro could offer was 1k of memory and very primitive graphics. 128k, two micro drives, RS232 interface and hi-res graphics all for £400 three years ago was an impossibility — today it's a reality.

The QL uses a Motorola 68800 — a 16 bit central processing chip. Most home micros, like the BBC and Commodore 64, only use eight bit chips. This new CPU is much faster and can handle a much greater amount of memory — the QL is expandable up to an incredible half a megabyte of RAM.

Another feature that was only found on much more expensive computers is 'multi tasking' — the ability to run more than one program at one time. The QL can, in fact, run a total of 20 simultaneously. So

you can write a letter and play Pac-man at the same time...?

Sinclair have stressed that it's not a games machine, but with a 100k of memory and higher resolution graphics than the BBC, I'm sure software companies will be chomping at the bit to get their hands on a QL.

YOU can now make a lasting impression on your Atari computer. Mr A Collier of Middlesex has discovered a way of customising the screen display on an Atari 400 so, whenever the system rest button is pressed, your very own personal message will appear on the screen.

This can be done by placing a small machine code program in the special location that the computer uses when it's turned on. The position of this location can be found by PEEKing memory location 9.

With a little knowledge of machine code, it's easy to produce your own title pages. I LOVE C&VG perhaps?

DESIGNED characters for computers have always been tedious and difficult to use. You could spend hours keying in numbers before you found just the right shape and colour.

Mr E Homer has produced a program that goes part of the way to solving this problem. This short listing for the Texas not only lets you design the shape of the character with ease, but also colour it with any of the colours from 2-16.

```
10 CALL CLEAR
20 CALL SCREEN(12)
30 INPUT "CHAR CODE:";AS
40 INPUT "COLOUR:";COLOR
50 CALL CHAR(105,AS)
60 CALL COLOR(10,COLOR,12)
70 CALL HCHAR(15.15,105,1)
80 PRINT "PRESS Y TO CONTINUE"
90 CALL KEY(O,K,S)
100 IF K=89 THEN 10 ELSE 90
110 END.
```

THE Atari 600XL is claimed to be able to run all the software written for the older 400 and 800 models — that is as long as it's written by Atari themselves.

The new machine has had the ROM slightly rewritten but this won't cause any problems if the proper machine code entry and exit points are used. Unfortunately, many of the games written by independent software houses for the Atari don't use these standard routines. So remember to check the games before you buy.

This is the final Program Extra for the time being so we'd just like to thank everyone who wrote in to us with hints and tips. We're still interested in hearing your comments on our programme and receiving your tips on making the games that hit better. Remember you can still write to Bug Hunter at the same address — Computer and Video Games, Durrant House, 6 Herby Mill, London EC4R 3EJ to pass on any information. See you soon!

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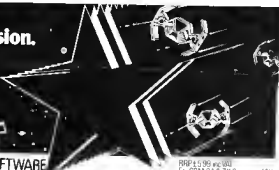
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3. Chequered Flag	48K	13. Hammer Attack	16K
4. Lunar Jetman	48K	14. Mr. Wimp	48K
5. Kong	48K	15. Birds & Bees	48K
6. Jet Pac	16K	16. Doomday Castle	48K
7. The Pyramid	48K	17. Football Manager	48K
8. Space Miner	48K	18. Hall of the Things	48K
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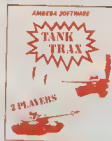
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Malcolm Evans' game for New Generation Software which set new standards for graphics on the ZX81.

(On The Pyramid, please send your high scores direct to Fantasy at the address on the cassette inlay and NOT to C&VG. Fantasy have their own way to verify scores.)

ARCADIA

- 1) D. Hes, Bridgewater, Somerset — 2,112,762
- 2) Andrew Milner, Hull, Humberside — 1,747,681
- 3) Robert Fairman, Thorplands, Northampton — 600,119
- 4) Stephen Laverback, Salby, N. Yorks — 153,744
- 5) Paul Scott, Wealdstone, Middx — 149,564

ATIC ATAC

- 1) Andrew Grimshaw, Lantern, Manchester — 162,045
- 2) Ben Williams, Kidlington, Oxon — 476,309
- 3) David Still, Pickard St, London — 137,280
- 4) Jonathon Southern, Leeks, Staffs — 129,185
- 5) Mark Akeroyd, Sheffield, South Yorks — 73,385

DIAMONDS

- 1) A. Janota, Coventry, West Mids — 5,701
- 2) Joe Singleton, Willow Drive, London — 4,453
- 3) J. Marshall, Clifton Estate, Nottingham — 3,854
- 4) David Gordon, Lamballe Road, London — 3,149
- 5) Clive Gregory, Denbigh Road, Hounslow — 3,197

JET-PAC

- 1) Lea Milne, Lancaster, Lancs — 12,892,750
- 2) John Thake, Ely, Cambridge — 12,857,815
- 3) Alan Ball, St Helena, Merseyside — 8,930,365
- 4) Jonathan Jones, Solihull, West Mids — 7,306,857
- 5) Elliot Potts, Herne Bay, Kent — 5,747,530

MANIC MINER

- 1) Daryl Unwin, Camberley, Surrey — 5,000,083
- 2) Paul Rattray, Kinnoull, Perth — 2,642,037
- 3) Julian Rignall, Dyfed, Wales — 2,000,923
- 4) A. Procter, Leeds — 1,970,815
- 5) Stephen Lynch, Wallasey, Merseyside — 1,763,590

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- 1) Stephen Lawson, Bramely, Leeds — 5,534,700
- 2) Grant Smith, St Albans, Hertfordshire — 4,327,000
- 3) Ian Cartwright, Stoke on Trent — 3,578,100
- 4) Brian King, Canterbury, Kent — 2,483,200
- 5) Mark Woffinden, Barnsley, Yorks — 1,839,000

PLANETDID

- 1) Paul Dhanon, Reigate, Surrey — 696,200
- 2) Seth Christopher, Willaston, S. Wirral — 694,300
- 3) Matthew Constable, Andover, Kent — 682,800
- 4) Peter Harrison, Exeter, Devon — 593,550
- 5) Calvin Lawrence, Peterborough — 582,225

THE PYRAMID

- 1) Scott Hamilton, Lanarkshire, Scotland — 136,616
- 2) Graham Phillips, Chippenham, Wilts. — 136,233
- 3) Steven Lea, Sheffield — 136,022
- 4) Simon Hawkins, Cheltenham, Glos. — 135,999
- 5) Michael Grove, Birmingham — 135,934

ZALAGA

- 1) Mark Davis, Helton, Suffolk — 1,782,000
- 2) Rory MacDonald, Holloway Park, Ayr — 1,693,470
- 3) Tim Rigby, Telford, Shropshire — 1,065,330
- 4) David Patrick, Kilsyth, Glasgow — 517,360
- 5) Jason Julian, Turvey, Bedford — 48,118

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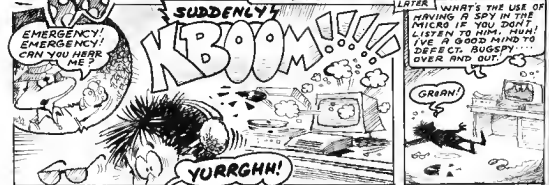
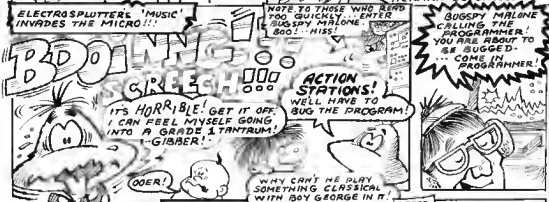
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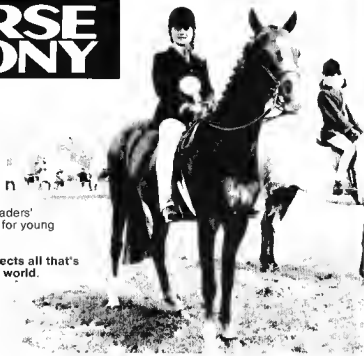
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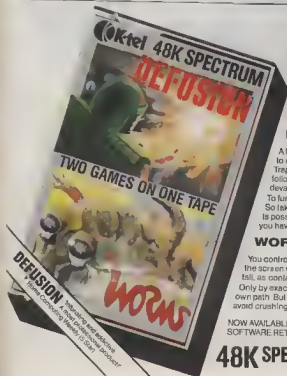
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WHY ARE micros useful for music? And why would you want to turn your micro to musical ends when

you could quite happily use up all your micro time playing games? The reason lies in the nature of music itself — a true art which demands great creativity and yet depends largely on a few simple numerical relationships. Mastering both these aspects of the musical process can be infinitely rewarding.

In the past couple of years computers have made great inroads into commercial music, to the extent that maybe half of the Top Ten records at any given time will use a computerised composition, sound production or recording device. So don't feel that the home micro enthusiast has nothing to offer the world of commercial music — experience gained on small machines can stand you in good stead in many of the most advanced studios in the world.

The example of scores of stars such as *The Human League*, *Tears For Fears* and *Depeche Mode* attest to the influence of computerised music.

There are three main ways in which standard home micros — as opposed to dedicated music systems such as the Fairlight Computer Musical Instrument — can perform a musical task.

These are using built-in sound functions to play tunes, controlling additional hardware in the form of effects generators or "voice" cards to produce complex sounds, and controlling existing musical instruments — usually synthesizers — for complex composition. We'll look at each of these three methods in turn, and conclude with a look at the typical computer-equipped recording studio as it may look in three or four years time.

MAKING MUSIC

It's very simple to get some sort of musical effect out of most micros — all the programmers' handbooks will have a short listing to get a scale, an arpeggio or even a short tune.

One obvious exception is the ZX81, which has no sound facilities, and the Spectrum is little better, although we reckon our music program makes the most of this machine. It can produce a single beep at various pitches and with various lengths, but that's about it, particularly as the machine uses a very basic piezo instead of a speaker. Lots of cheap amplifiers are available from Fuller, Kelwood, and others, however, and one of these is really vital if you want to make serious music on your micro.

Owners of the Vic-20, Acorn and Dragon are better off, with both white noise and one or more oscillators available. A few musical software packages for such machines are now out, but these are usually games or educational programmes rather than "compose your own symphony" types.



POP GOES THE MICRO

Many top pop groups use computer technology to help make their records top ten hits — and not just in the recording studio. Nowadays many instruments can be linked with computers, allowing groups to reproduce studio sounds when they perform live. Musicians like Vince Clarke pictured — the man who will be casting a critical eye over your musical efforts in our Micro Music contest — who uses a super-computer called the Fairlight CMI to help him compose hit tunes. We asked computer music expert Mark Jenkins to bring us the low-down on hi-tech in the world of pop.



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One for the Commodore 64 is Softcomm's *Dancing Fears* which uses a joystick as a musical instrument and can help you compose and replay quite complex accompanied pieces, but then the sound facilities of the 64 make this practical — there are three channels plus white noise, ring modulator for complex tones, and filtering.

Similar facilities exist on the BBC B, One, Sord M5 and Lynx, so in practice quite complex sound effects or musical patterns are possible. These could consist of tunes in three part harmony, perhaps accompanied by white noise effects for percussion backing — not exactly *New Order*, but better than nothing!

There are some composition packages available, such as Atari's Music Composer which will run on their 400, 800, 800 and 800XL models. It's a cartridge-based program which gives you a menu of alternative functions — Edit Music, Arrange Music, Save, Retrieve and so on. Some of the musical instrument manufacturers are going into micros in a big way with similar programmes, and Roland's Compu-Music hardware and software can match such compositions with drum machine-type sounds and musical notation of your compositions.

This would involve a pretty substantial investment, but represents one logical step after your compositional imagination becomes limited by your micro.

Cottip Music won't do much for the nature of computerised sounds though, and, as well see, there's another way around that particular problem.

SOUND ADVICE

The built-in sound facilities on most micros are very limited, for simple financial reasons — the number of users wanting complex musical functions would not justify the expense of the circuitry involved.

The next step, then, is to add a little more hardware, and the simplest units give a wide selection of sound and musical effects which are ideal for writing into computer games.

The Petron Trichord for instance, is a little black box for the ZX81 and Spectrum which has three sound channels and a white noise generator for explosions, waves and random sounds. It has a musical range of more than eight octaves and can produce some very rewarding three-part harmony music, with over 6000 chords for a 48k memory — in other words, a pretty lengthy composition. It's really very easy to define musical notes, and no real knowledge of music theory is needed.

The problem with the Trichord and similar inexpensive units is that the quality of the sound is very basic — a single sine wave in a lot of cases. You won't be able to sound like Vince Clarke without going to a little more

expense, because unfortunately the more complex "voice" cards tend to be manufactured for up-market computers such as the Apple.

One of the great advantages of the Apple is the "aki" system, used to add on new facilities, and into these slots can be fitted voice cards such as the Mountain Hardware or Soundchaser systems.

In a system such as Alpha Syntaur, these voices can be put to a vast range of fully professional uses. Sounds can be laboriously defined, swept with harmonic filters, split across a five-octave keyboard, merged and stored on disc.

Real sounds can be sampled by the computer and replayed, and very lengthy compositions with many tracks can be composed on the computer. Games, educational software and composer's aids are all available, and many of the country's top musicians and universities are using the system for a wide variety of music-related activities. And at the end of the day you can still work out your finances on it!

MICRO CONTROL

Finally, we come to micro control of existing musical instruments. These would usually be synthesizers of one kind or another as previously mentioned, but recent developments have made this generalisation less accurate, as we shall see.

Firstly, a brief description of the conventional synthesizer, which was developed by Dr. Robert Moog (as in *rogue* rather than *mood* — which is what you get for having Hungarian ancestors) in the Sixties.

All the parameters of Moog's synthesizer were controlled by varying voltages, and so a pattern of voltages produced by a keyboard or an automatic device (sequencer) when applied to an oscillator would play a tune. For that matter the tone (filter setting) and other parameters could be voltage controlled.

Micros excel at storing information such as musical notes as we've seen, but to gain direct access to a synthesizer is difficult as micros produce digital information rather than voltages.

What's needed is a Digital to Analogue Converter (D/A) and although these are common parts of sequencer and other designs, they aren't exactly common in the form of a simple box.

A design for the Spectrum has been published in the specialist magazine *Electronics & Music Maker* and a ZX81 design in *Electronic Soundmaker* magazine, both acting as sequencers which will store long strings of notes and plug into the Voltage Control input of a cheap single-note synthesizer such as Roland's SH09.

Help is at hand, however, with the MIDI, or Musical Instrument Digital Interface. As its name implies, this system speaks a digital language and operates in serial form as does the RS232 com-

puter interface, and so it's much more friendly to micros.

The cheapest synthesizer currently fitted with MIDI is Korg's Poly 800 at around £600, and the system is becoming a much-needed standard. The synthesizer manufacturers are marketing interfaces which allow your micro to "speak" MIDI, and as it's a universal system there are theoretically no restrictions on which MIDI-fitted synthesizers can be used.

Sequential Circuits market a MIDI interface which allows the Commodore 64 to act as a versatile 3000-note sequencer, composing device and music notator, and the unit will eventually work with the Spectrum and Atari as well. An independent company, Upstream, are marketing a Spectrum MIDI interface for a similar price — around £170 — and there are more to come.

The point about MIDI is that it can be designed into any digitally-controlled musical instrument, and so in the immediate future we'll see MIDI drum machines, pianos and even guitars. Anything fitted with MIDI can be controlled with your micro, so the realisation of a totally computerised studio is very close indeed.

Looking forward a little, we can see that it will be very easy to use a micro to control musical instruments — within a few months you'll be able to plug your Spectrum, Commodore, Atari and so on into a professional synthesizer via a relatively inexpensive interface.

Some instruments are already being designed with the ready-to-use memory capacities of home micros in mind, for instance MPC Electronics' Music Percussion Computer, a versatile drum machine which uses a ZX81 or Spectrum as a memory bank.

Sequential Circuits have a new system, Six Trax, which uses a Commodore 64 to compose tunes, store rhythm patterns and move from one pattern to the next.

A Commodore 64, or certainly an Apple, could sit at the centre of a bank of synthesizers and drum machines, playing compositions on them, helping the composer to come up with new songs and all the time displaying exactly what is playing and what options are available.

Remember that micros can accept all sorts of inputs, from heat sensors, motion detectors, video cameras and so on, so it would be possible to compose using all of these unusual signals.

All these musical advantages derive from the lamellar number-crunching capacities of the home micro, which leads us to wonder what Bach, with his lengthy but mathematically balanced compositions, would have made of the Lynx or BBC matched with a couple of disc drives and maybe a little Moog Synthesizer. The other way to look at it is that, in a few years time, the modern equivalent of Bach may be working with just such a system.

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The best part of some games is the excellent sound effects which are often built in. The crash of an ill-fated driver in Road Race, the cheering crowds in international soccer, the extra terrestrial murmurs emanating from distant planets in far-off solar systems.

As well as purely abstract sound effects, computers can generate music. This means producing real notes in sequence to make a tune. Many programmers actually incorporate music in their games, either to supplement or to replace the normal sound effects.

If you've ever played *Chino Miner* on the Commodore 64, for example, you'll have recognised Scott Joplin's Maple Leaf Rag accompanying your game. Spectrum fans will have heard "In the Hall of the Mountain King" from Grieg's Peer Gynt suite while burning the midnight oil in a last desperate attempt to escape the Mutant Toilets and the Bouncing Cheques in *Manic Miner*.

And so there came a time when software houses realised that the music in some games was so good, it would be worthwhile creating programs which did nothing but enable the user to play or hear music on his or her micro.

A BBC tape landed on my desk recently which played Bach's Toccata & Fugue in D Minor in beautiful harmony for 11 glorious minutes.

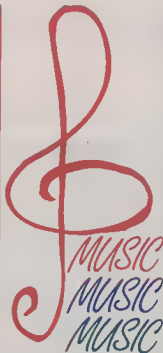
Many software companies now produce packages to let you make your micro play music. The official Sinclair offering was launched recently for the Spectrum which allows the rubber keyboard to act like a musical instrument (no you don't hit it, you play it). Commodore has a music composer cartridge for the 64 which has some quite advanced features. It's rumoured that they also have a sequencer cartridge on the way.

For the non-musical amongst us, a sequencer allows you to programme a set of notes into the machine which will be repeated over and over again. You can use this as backing, and then play the actual tune over the top, making it easy to produce reasonable-sounding music with the minimum of effort — just like Duran Duran, really.

BBC owners who'd rather make their own sweet music than have another programmer do it for them can buy Music Processor from Quicksilver, or the not-as-good Music Program from BBC Soft Quicksilver also has a Commodore 64 program named, in true Newspeak fashion, *Ultisynth*.

You'll find reviews of commercial programs elsewhere in this magazine, but if you don't want to spend your hard-earned money on them then you could always use the ones which we've printed.

The music listings ALL work (honestly, I've tested them). However, they're



abysmally not as good as something costing 10 times the price of your copy of C&VG.

They will, though, allow you to play tunes on your micro. The listings as printed are quite simple and don't have an enormous number of special features, but you can add to them if you wish. Perhaps you'll want to give a greater range of notes, or special effects.

If special effects are your interest then you'll need to know something about what's called the envelope of the note. There's a direct command for defining envelopes on the BBC. They take a little time to get to grips with, as does the envelope command on the Beeb with its 14 parameters!

Think of a single note played on, say, a piano. As soon as you hit the note it rises straight to its maximum volume. Compare this to someone blowing a trombone. Unless the person blowing it has lungs like an air compressor, then the note will rise much less sharply — taking time to reach maximum volume. This feature of a note — how long it takes to reach peak volume — is called the Attack rate.

Got that? Good. Now imagine keeping your finger on the piano keyboard after you've played the note. The sound continues but loses some of its original volume. This is known as the rate of decay, which has nothing to do with nuclear reactors. The amount of time that the note stays at this reduced level is known as the

sustain time. After a while, though, it will decay to nothing. The speed at which it does this is known as the decay rate.

So a note is made up from four definable values, namely attack, decay, sustain and release. If you've got one of those small Casio VL-tone instruments, you'll now understand what the ADSR setting means!

Developments in technology are helping to widen the part which computers are beginning to play in music. Many bands now perform exclusively on electronic instruments which can generate the sounds they require. Although a large amount of skill is still required to produce something respectable from one of these machines, the job of the modern musician is gradually changing to that of a computer programmer.

One of the most popular (and expensive) synths around is called the Fairlight and no big-time, super-rich band should be without one. For your £20,000 you get a computer complete with keyboard (both sorts) and even two 8-inch floppy disk drives to store the tune on. Imagine wearing that on a strap round your neck.

Programming such a beast is no mean feat, but you can get some of the most amazing effects. It also has the facility to do what's called Sound Sampling.

Normally, when you use a synthesizer, you start off with a bank of a couple of dozen pre-programmed sounds which you can then alter out of all recognition (the clichés are really flying today) by pressing a few buttons and twiddling the add knob or two. Sound sampling means that you can start off with any sound you like as a base for your knob-twiddling. Just connect a microphone to the machine and play the sound into its memory. You can then do what you like with the sound, or play it in any key on the keyboard.

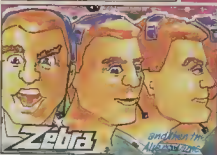
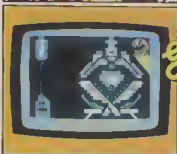
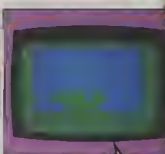
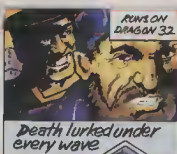
You've probably heard that awful record by someone going under the name Wanderdog, called *Ruff Mix*. It featured a dog barking a tune (and we all know where he lived, and what his favourite composer was, don't we?). Now I hate to disappoint you, but the hero of this record (you might call it a hot dog) was a computer. All the musician did was to play a dog into his computer and then he could play the keyboard and it would sound like a woof-woaf.

Following on from the success of such idiatic material came a flock of sheep singing *Baa Baa Black Sheep*. Needless to say, it didn't make *Top of the Pops* (or *TOTP* as they call it in *Smash Hits*).

So that's about it, really. As you've realised, computers and music have a lot in common. And it's a link which is growing all the time.

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Zapt Pow! Kerrunch! Shut up a minute can't you! I'm trying to tell the readers about next month's terrific issue of *Computer and Video Games*. These Super-heroes are a really noisy bunch — even louder than a bowl of Rice Krispies! Still, now that I've managed to get them out of the office for a few minutes, I can tell you all about the amazing things we've got in store for you in our May issue.

Mr Adventure, Scott Adams, has been hidden away for months now working on his brand new Adventure games based on two superhero characters, Spiderman and the Hulk. We've got an exclusive review of these two brand new games, plus an interview with the man himself, written by our ace Adventure writer Keith Campbell.

Just a minute please. My typewriter is full of Spiderman's web — horrible sticky stuff it is too. There, that's got rid of it. Now on with the show! As I've said, we will be taking an in-depth look at the Hulk and Spiderman adventures — Keith's got hold of the

HERE COME THE C&VG SUPER HEROES!

only two discs in the country — so you know where you'll be able to read all about it first!

Our May issue also sees the start of a brand new play-by-mail game called Quo Vadis? Fancy title eh? Anyhow, we promise that it's going to be just as exciting as the Seventh Empire — but just that little bit easier to play. And there will be big prizes for the winners — mark my words! Quo Vadis? is a cross between a puzzle, a computer game and a treasure hunt and will keep you busy for hours.

Talking about being busy for hours, Keith Campbell — yea, it's that man again — has been busy with his team of Adventure reviewers to bring you the first in a regular bi-monthly special Adventure review section. He has been looking at all the latest releases and will be bringing you an up-to-date round-up of the

best — and the worse — Adventure games around.

We've also managed to persuade the Bug Hunter to bring us a new irregular feature on hardware add-ons for the games player — or more accurately their computers! The Bug Hunter will be taking a long hard look at things you can plug in, add on or wire up.

Plus a second look at our brand new Software Top 30 brought to you with the help of National Opinion Polls and the *Daily Mirror* newspaper.

All this and all your regular favourites too in the only reader-friendly magazine around. Don't miss it — or we may send Spiderman and the Hulk to find out why YOU haven't got a copy of C&VG alongside your computer. You know it makes sense!

Excuse me, I have to go now. The Hulk has decided to start a bit of demolition work in the car park outside. I don't think Lord EMAP is going to be very pleased when he finds his new Rolls Royce on the roof of that tower block.

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you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

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Machine
make

Model

Other models it
should run on

Number of K
needed to run it

Other equipment (joysticks, Extended
Basic, add ons, etc.) needed to run it:

Author's Christian
name:

Sur-
name:

Address:

Tel:

Date:

Type of game: (If original
please say so)

Loading instructions:

Game instructions: (If not included
in the listing)

Office use only

Date received:

Evaluator's comments

Acknowledgement sent:

☐

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to publish

☐

Name of
evaluator:

Needs some
tidying up

☐

Date sent out:

Not worth
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☐

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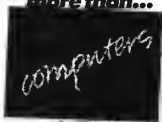
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